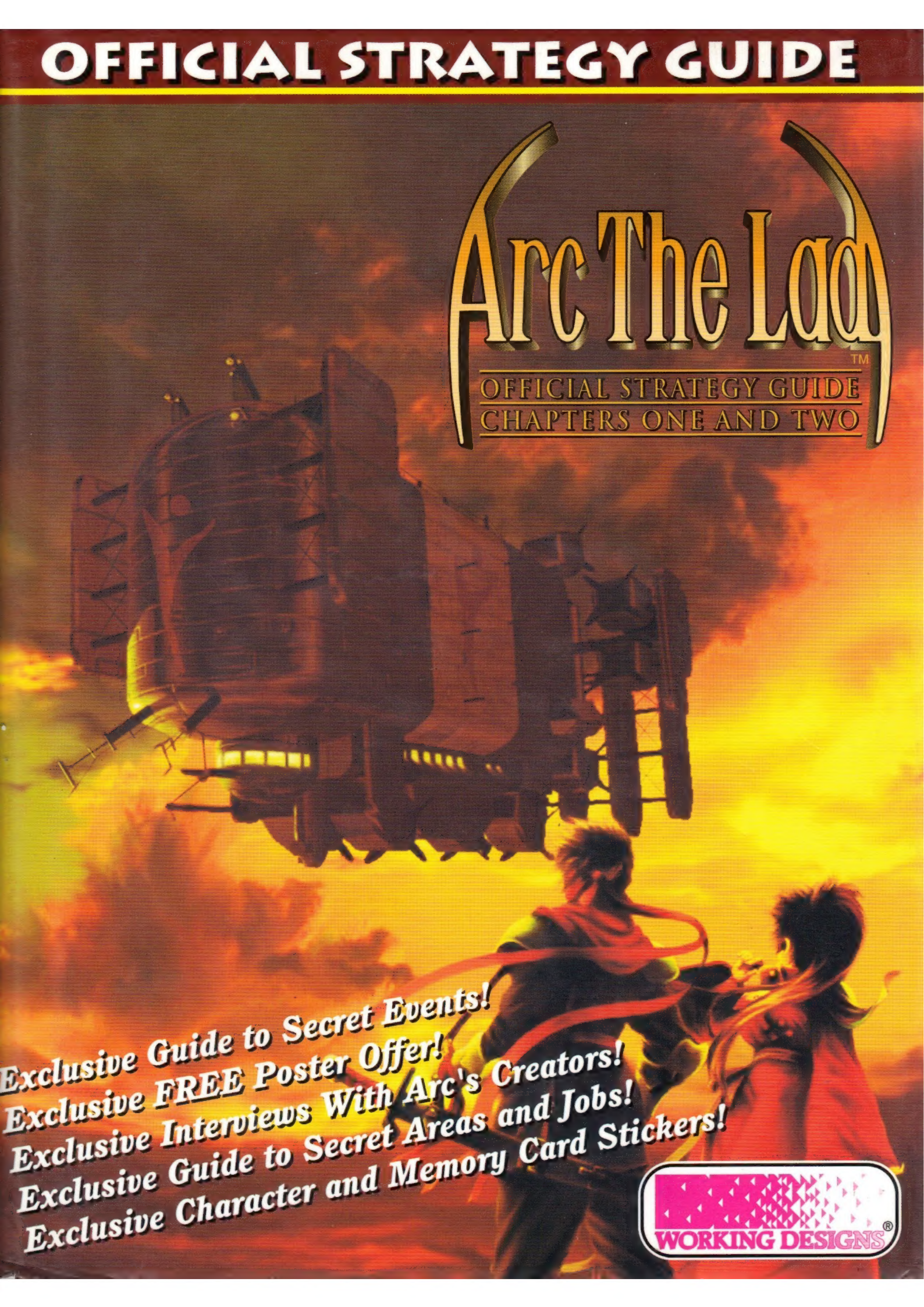
OFFICIAL STRATEGY GUIDE

Arc The Lad™

OFFICIAL STRATEGY GUIDE
CHAPTERS ONE AND TWO



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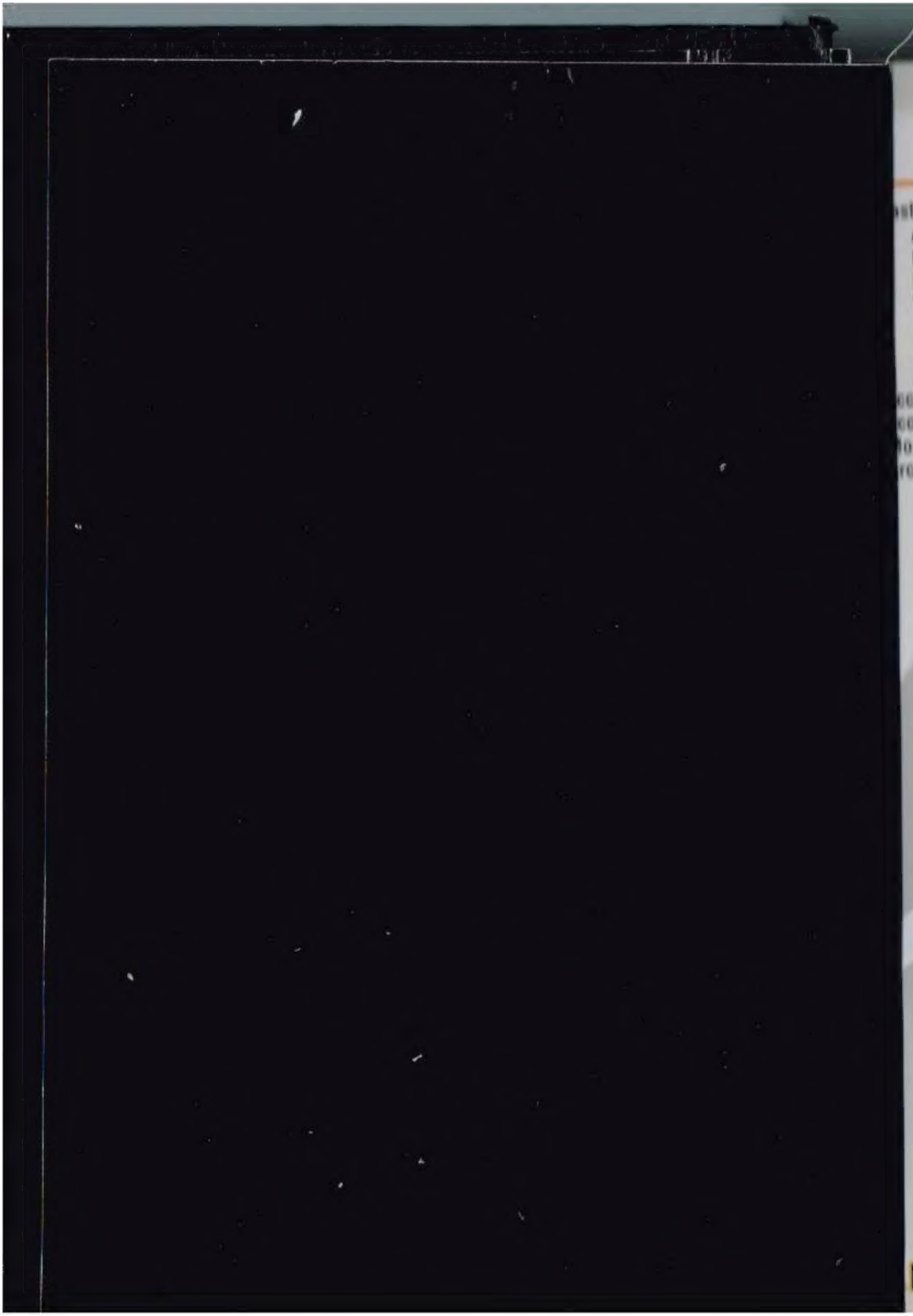

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Arc

Ten years ago, Arc's father, Yoshua, disappeared during a mysterious and furious storm. Since that day, Arc has been obsessed with learning the fate of his father. He has taken to training in preparation for the day he will leave the comfort of his small country home to become a soldier. With strong attacks, good defense, and powerful abilities, he has become a well-balanced fighter. Now, despite his mother's concerns, Arc is about to embark on a journey to learn the fate of his father.

BURN GROUND

Drowns the enemy in molten hot magma.

LV1 – 4 MP LV2 – 8 MP LV3 – 16 MP

SLOW ENEMY

Reduces the enemy character's agility (the speed at which they react during combat).

LV1 – 6 MP LV2 – 9 MP LV3 – 14 MP

METEOR SHOWER

An out-of-control meteorite which collides with any monster in its path.

LV1 – 9 MP LV2 – 14 MP LV3 – 21 MP

TOTAL HEALING

Cures a character from most abnormal statuses. Also, restores a portion of their HP.

LV1 – 7 MP LV2 – 10 MP LV3 – 15 MP

GALE FLASH

Transient bursts of light pummel the enemy at phenomenal speed.

LV1 – 12 MP LV2 – 16 MP LV3 – 24 MP

Kukuru

Kukuru is part of the clan sworn to protect the sacred Flame Cion. Bound by tradition, she will be summoned to Palencia Castle in the new year, to wed the Crown Prince. Urged by the Mayor, Kukuru journeys to the top of Mount Cion to extinguish the very flame that she has sworn to protect, in the hope that she will escape the bonds of her clan, as well as her obligation to wed the prince.

ANTIDOTE

An effective remedy for anyone that becomes poisoned.

LV1 – 3 MP LV2 – 5 MP LV3 – 8 MP

CURE

Recovers HP. The amount of HP that can be recovered will increase as she gains levels.

LV1 – 4 MP LV2 – 8 MP LV3 – 12 MP

SILENCER

The enemy will be unable to cast magic—just like taping their mouth shut.

LV1 – 6 MP LV2 – 9 MP LV3 – 14 MP

REFRESH

Allows the character(s) to recover from abnormal statuses.

LV1 – 8 MP LV2 – 12 MP LV3 – 18 MP

DIVINE JUDGMENT

This laser-wielding angel unleashes its vengeance upon the battlefield.

LV1 – 9 MP LV2 – 14 MP LV3 – 21 MP

RESURRECT

Allows dead party members (except Kukuru, DUH!) to return to the battle.

LV1 – 12 MP LV2 – 18 MP LV3 – 27 MP

DIVIDE

Steals HP from all enemies in range, and distributes it to party members near Kukuru.

LV1 – 14 MP LV2 – 21 MP LV3 – 32 MP

Poco

Poco is part of the Palencia Military Corps—the marching band part. During battles, one can usually find Poco cowering in the brush to avoid any confrontations with monsters. However, his abilities play an active part in the power and well-being of the other members of the party during battles. Poco is always the first to remind Arc of the importance of nutrition—mainly the fact that he's always hungry, and feels the need to eat at regularly scheduled times.

BATTLE DRUM

Increases the offensive power of those party members that are close to him.

LV1 – 3 MP LV2 – 5 MP LV3 – 8 MP

HEALING HARP

The soothing sounds of the harp allow HP to be recovered.

LV1 – 3 MP LV2 – 5 MP LV3 – 8 MP

SLOW BASS

After a few notes, the enemy's agility will be reduced.

LV1 – 7 MP LV2 – 11 MP LV3 – 17 MP

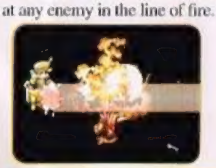
SPEED OCARINA

After listening to Poco trying to play the ocarina, a character's agility will increase.

LV1 – 4 MP LV2 – 6 MP LV3 – 9 MP

LION DRUM

Poco will shoot a powerful wave motion laser at any enemy in the line of fire.



LV1 – 8 LV2 – 12 MP LV3 – 16 MP

SHIFT FLUTE

Forces everyone to face the same direction as Poco.

LV1 – 10 MP LV2 – 14 MP LV3 – 18 MP

ATROPHY HORN

Throws bombs at the enemy that may cause them to experience Darkness.

LV1 – 12 MP LV2 – 16 MP LV3 – 24 MP

CHEER TRUMPET

After receiving this item late in the game, Poco will attack foes by using spooks.

LV1 – 8 MP LV2 – 12 MP LV3 – 18 MP

Tosh

Tosh is a member of the Elite Guard in the town of Palencia. When the Minister evicted the many citizens of the town, protest erupted throughout Palencia. With orders to kill anyone that wouldn't comply with the Minister's orders, the Elite corps slaughtered many innocent people. Tosh chose to ignore the Minister's orders, and fought to protect the innocent people of Palencia. However, during the skirmish, Tosh's own father was murdered. Blinded by rage, Tosh tried to protect what was left of his clan, but was captured instead. Now, due to his treasonous acts, Tosh sits in a cell below Palencia Castle waiting to learn his terrible fate.

JUUBAKUZEN

This basic, yet very effective, sword attack will leave most enemies paralyzed.

LV1 – 5 MP LV2 – 8 MP LV3 – 12 MP

SHINKUZEN

Allows Tosh to attack an enemy that is two squares in front of him.

LV1 – 16 MP LV2 – 18 MP LV3 – 20 MP

KOEI-ZEN

Tosh quickly pounces on the enemy with the ferocity of a tiger.

LV1 – 20 MP LV2 – 24 MP LV3 – 28 MP

OUKA-RAIBAKU-ZEN

This rapid-fire sword attack, complete with cherry blossoms, is Tosh's strongest skill.

LV1 – 24 MP LV2 – 32 MP LV3 – 40 MP

Gogen

Over 3,000 years ago, Gogen fought as one of the original seven heroes, in an attempt to save the world. The confrontation climaxed at the Ancient Monolith near the small town of Touvil. As the battle dragged on, it became apparent to Gogen that the only way for good to emerge victorious was for him to seal himself and the enemy in the Illusion World. Due to the length of time he has spent away from humanity, Gogen's brain is a little foggy, but he remains a powerful wizard nonetheless.

EXPLOSION

This spell encloses the enemy in an explosion of flames.

LV1 – 10 MP LV2 – 16 MP LV3 – 22 MP

WIND SLASH

Gogen whips up a violent windstorm to unleash on any foe.

LV1 – 16 MP LV2 – 24 MP LV3 – 32 MP

TELEPORT

Moves Gogen, and any ally that is close to him, a few squares from his current location.

LV1 – 10 MP LV2 – 15 MP LV3 – 23 MP

DREAM KNOCK

With a few thumps of his cane, most enemies are off to slumber land.

LV1 – 6 MP LV2 – 10 MP LV3 – 6 MP

HEAT WALL

Fire barrier. Use with Wind Slash or Poco's Lion Drum for added attack power.

LV1 – 13 MP LV2 – 20 MP LV3 – 30 MP

DIAMOND DUST

This destructive snowstorm hurls ice shards at the enemy.

LV1 – 14 MP LV2 – 20 MP LV3 – 26 MP

THUNDERSTORM

This violent storm unleashes a number of electrical discharges to fry the enemy.

LV1 – 18 MP LV2 – 28 MP LV3 – 38 MP

Iga

Sworn to protect the ancient scripture scrolls that belong to Amaidar Temple, the monks practice a rigid training regimen to perfect their mind and body. Iga, who was taught in the ways of the old masters, has trained at the temple all of his life—making him a master of Kenpo. Because of his unwavering loyalty, the monks trust Iga to preserve the old ways, train new students, and to protect their sacred temple from outsiders.

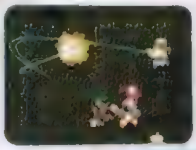
SHINGAN-HO

Places a small target on an enemy. This spell is used with Taima-Kodan.

LV1 – 2 MP LV2 – 4 MP LV3 – 6 MP

TAIMA-KODAN

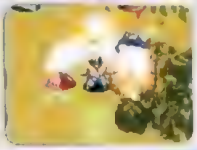
Send a laser bomb to any foe that has the Shingan-Ho mark.



LV1 – 6 MP LV2 – 9 MP LV3 – 14 MP

SENPU-GEKISHU

Iga does a devastating foot sweep to enemies that are standing too close to him.



LV1 – 8 MP LV2 – 12 MP LV3 – 18 MP

RYUSEI-BAKU

After engulfing enemies in a tornado, Iga teaches them all about gravity.

LV1 – 9 MP LV2 – 14 MP LV3 – 21 MP

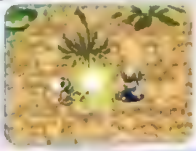
KISHINRYU-EIHA

Iga throws an energized figure of himself at the enemy.

LV1 – 11 MP LV2 – 17 MP LV3 – 26 MP

MESSHO-REPPA

Wipes out any enemy whose level is lower than Iga's.



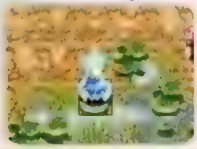
LV1 – 13 MP LV2 – 20 MP LV3 – 30 MP

Chongara

Chongara is a merchant and a self-titled "adventurer" who scours ancient ruins and searches for long-lost treasures. He has been searching the Forbidden Ruins in Alatos in the hopes of finding a rare item known as the Summon Pot, which is rumored to have the power to summon ethereal Guardian Forces. He knows that Arc is looking for the Light Guardian, and it just so happens that he knows where it resides. However, without the Summon Pot, his lips are sealed.

MOFLY

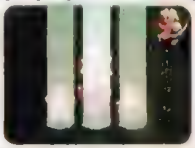
Besides being a good decoy, use Mofly to create floors and walkways.



Ability: Make Floor / LV1 – 6 MP

KELACK

The tiny Kelack can be used to recover HP, and they're pretty ferocious little fighters.



Ability: Heal / LV1 – 12 MP

SEARCH

Makes a record in Chongara's Monster Book.

LV1 – 1 MP LV2 – N/A LV3 – N/A

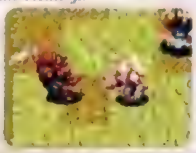
ODON

He can shape-shift to become just like a friend or foe; however, he can't use their abilities.

Ability: Transfer / LV1 – 12 MP

HEMO-JI

Have Hemo-ji use his ability to turn enemies into Hemo-ji.



Ability: Hemo-ji Finger / LV1 – 8 MP

FU-JIN

Given to Chongara by the Water Guardian, use him with Rai-jin for a special attack.

Ability: Storm / LV1 – 30 MP

RAI-JIN

Rai-jin and Fu-jin must have an enemy between them before Storm can be used.

Ability: Storm / LV1 – 30 MP

CHOKO

This mysterious girl is located in the Forbidden Ruins. Defeat her and she'll join the party.

None

Accessories

Item	Description
Anti Hemo-ji	Prevents Hemo-ji condition
Antidote Ring	Poison evasion=200
Armor Stone	Increases defensive ability by 10%
Book of Cravis	Global status protection
Book of Flower	Increase Tosh's hit ratio +50%
Confusion Amulet	Increase hit ratio
Counter Bracelet	Counterattack Level 1
Deity Fist	Increases strength against certain foes
Diel's Fang	Double Iga's counterattack damage
Elder's Charm	Increases defensive ability by 10%
Fiend Statue	Dodge rate +10%
Fire Charm	Fire attribute protection
Flay's Crest	Increases fire endurance
Goddess Amulet	Decreases MP consumption by 50%
Great Cane	Increases Gogen's offense by 70%
Hawk Statue	Silence evasion=200
Healing Charm	Increases HP recovery
Hell Scope	Increases the range of Iga's Shingan-ho
Hero Crest	Recovers Arc's MP every turn
Hit Scroll	Increases attack hit success
Hyper Boots	30% increase in agility
Ice Charm	Water attribute protection
Insomnia Card	Sleep protection
Jump Boots	Level 1 jump ability
Junk Bracelet	Grab Level 1 ability
Kaiser Glove	Level 1 throw ability

Item	Description
King's Image	Chongara gets the Guardians' experience
Magic Card	Increases magic ability by 10%
Magic Ring	Increases magic ability by 30%
Mirror	Stone protection
Monolith Crest	Paralyze evasion rate=200
Monster's Fang	+ or - Random Param by 0-50%
Music Book	Increases Poco's magic ability 30%
Necklace	HP boost on level gain
Phantom Gauntlet	Increases offense by 50%
Phantom Ring	Increases magic ability by 50%
Phantom Shield	Increases defensive ability by 50%
Phantom Sword	Increases attack range
Power Gauntlet	Increases defense 30% (Chongara only)
Power Wrist	Increases offense by 30%
Prayer Beads	Increases Gogen's magic by 30%
Raila's Hairpin	Recovers full HP (Kukuru only)
Romancing Stone 1	Magic cost = 0 with all 4 stones
Romancing Stone 2	Magic cost = 0 with all 4 stones
Romancing Stone 3	Magic cost = 0 with all 4 stones
Romancing Stone 4	Magic cost = 0 with all 4 stones
Rune Ring	2x magic consumption (Arc)
Sea Breeze Harmony	Heals nearby friends each turn (Kukuru)
Senior Bandanna	Increases attack hit success
Shell	Battle item frequency doubles
Short Sword	Increases offensive ability by 10%
Silk Belt	Doubles battle experience points

Accessories

Item	Description
Skill Bracelet	Grab becomes throw back
Sun Hat	Recovers HP each turn
Sunglasses	Darkness evasion = 200
Throw Scroll	Throw becomes Great Throw
Toy Ring	Poco's Shift Flute hits entire map
Tragedy Glasses	Protection from status effects
Unicorn Horn	Battle items always appear
Violet Necklace	100% hit success
Warrior Charm	Increases defensive ability by 30%
Whirlwind Bandanna	10% increase in agility
Yukari's Crest	Adds paralyze to Tosh's Ouka-raibaku-zen

Items

Item	Description
Atrophy Ball	Decreases offense and defense
Attack Tonic	Temporarily increases offense
Big Bomb	Big explosion
Bitter Leaf	Temporarily increases defense
Blindness Grass	Causes blindness
Cure-All	Recovers abnormal statuses
Energy Fruit	Recovers 60 HP
Hard Nettle	Cures silence
Herb	Recovers 20 HP
Life Nut	Max HP +2
Magic Leaf	Increases magic ability
Magic Sprig	Max MP +2
Neba Neba	Temporarily decreases agility
Nettle	Cures stone
Palo Nut	Increases agility
Paralysis Apple	Causes paralysis
Poison Berry	Poisons foes
Power Apple	Gain a level
Power Jelly	Cure from Hemo-ji condition
Power Nut	Increases offense
Reco's Grass	Increases defense ability
Revival Tonic	Resurrects dead
Rue's Satchel	Cures paralysis
Sacred Water	Cures poison
Sleep Ball	Causes sleep
Small Bomb	Small explosion
Speed Satchel	Temporarily increases agility
Stone	Causes damage when thrown
Summon Pot	Summons guardians (Chongara)

Monsters

The following few pages detail all the nasty little (and not-so-little) freaks that are waiting to take their turn at trying to waste Arc and his friends during their odyssey. Below is a sample of the monster's data, which explains their various abilities and stats:

Shows the monster's name along with a picture of the little guy or gal (the chick monsters are meaner).

Skeleton

Details the monster's stats. See the chart below for a detailed description.

LEVEL:	8	ATTACK:	5	JUMP LEVEL:	0
RANGE:	3	MAGIC:	0	THROW LEVEL:	0
HIT POINTS:	25	DEFENSE:	3	COUNTERATTACK LEVEL:	1
MAGIC POINTS:	0	AGILITY:	1	CATCH LEVEL:	0

ABILITY:	None	ABILITY:	None
ABILITY:	None	ABILITY:	None

EXPERIENCE POINTS:	80
GOLD:	N/A
ITEM:	Bitter Leaf

Lists the item, if any, that they'll leave behind after being defeated.

Level:
Monster's Power. The higher the value, the harder it is to defeat him.

Range:
The distance they can move. The higher the value, the more ground they can travel during their turn.

Hit Points:
The amount of damage needed to defeat the monster.

Magic Points:
Monster's magical ability. The value for what is possible range of attacks, and how many attacks they can do. Many times monsters do not possess MP, which they can attack.

Attack:
Monster's power strength. The higher the number, the more damage they will be able to inflict on a character by successfully scoring a hit.

Magic:
Strength of the monster's magic. The higher the number, the more powerful their magical attacks will be.

Defense:
Ability to defend against attacks. The higher the value, the harder it will be to score hits.

Agility:
Monster's reaction speed. The higher the number, the quicker they are to react during combat, and the easier they'll be able to dodge.

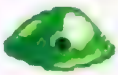
Jump Level:
Ability to jump over obstacles during combat. The higher the number, the further they will be able to jump.

Throw Level:
Ability to throw items. The higher the number, the more damage they will be able to inflict on a character by throwing items at them.

Counterattack Level:
Ability to counter an attack. The higher the number, the more likely they will be able to counter a hit or miss attack.

Catch Level:
Ability to catch items. Depending on the value, the higher the number, the more likely the enemy will catch an item thrown at them. If they catch it, they may keep the item, or throw it back.

Acid Slime



LEVEL	1	ATTACK	4	JUMP LEVEL	0
RANGE	3	MAGIC	0	THROW LEVEL	0
HIT POINTS	3	DEFENSE	0	COUNTERATTACK LEVEL	0
MAGIC POINTS	3	AGILITY	0	CATCH LEVEL	0

ABILITY: Split — ABILITY: Poison
ABILITY: — — ABILITY: —
ITEM: Herb

EXPERIENCE POINTS: 10
GOZ: —

Amaidar Monk

LEVEL	35	ATTACK	17	JUMP LEVEL	1
RANGE	2	MAGIC	14	THROW LEVEL	0
HIT POINTS	158	DEFENSE	11	COUNTERATTACK LEVEL	2
MAGIC POINTS	144	AGILITY	5	CATCH LEVEL	0

ABILITY: — — ABILITY: —
ABILITY: — — ABILITY: —
ITEM: —

EXPERIENCE POINTS: 350
GOZ: —

Arch Fiend

LEVEL	38	ATTACK	24	JUMP LEVEL	0
RANGE	4	MAGIC	20	THROW LEVEL	0
HIT POINTS	400	DEFENSE	16	COUNTERATTACK LEVEL	1
MAGIC POINTS	100	AGILITY	6	CATCH LEVEL	0

ABILITY: Dust Rain — ABILITY: Death Ball
ABILITY: — — ABILITY: —
ITEM: Cure-All

EXPERIENCE POINTS: 380
GOZ: —

Arch Knight

LEVEL	35	ATTACK	24	JUMP LEVEL	2
RANGE	3	MAGIC	16	THROW LEVEL	2
HIT POINTS	154	DEFENSE	18	COUNTERATTACK LEVEL	2
MAGIC POINTS	80	AGILITY	7	CATCH LEVEL	2

ABILITY: Cure — ABILITY: Slash
ABILITY: — — ABILITY: —
ITEM: Energy Fruit

EXPERIENCE POINTS: 350
GOZ: —

Ark Ghoul

LEVEL	45	ATTACK	25	JUMP LEVEL	0
RANGE	4	MAGIC	21	THROW LEVEL	0
HIT POINTS	420	DEFENSE	16	COUNTERATTACK LEVEL	1
MAGIC POINTS	140	AGILITY	7	CATCH LEVEL	0

ABILITY: Dust Rain — ABILITY: Death Ball
ABILITY: — — ABILITY: —
ITEM: Poison Berry

EXPERIENCE POINTS: 450
GOZ: —

Assassin

LEVEL	28	ATTACK	17	JUMP LEVEL	2
RANGE	3	MAGIC	9	THROW LEVEL	1
HIT POINTS	95	DEFENSE	11	COUNTERATTACK LEVEL	1
MAGIC POINTS	29	AGILITY	6	CATCH LEVEL	1

ABILITY: Shuriken Bomb — ABILITY: Bomb
ABILITY: — — ABILITY: —
ITEM: Big Bomb

EXPERIENCE POINTS: 280
GOZ: —

Black Knight

LEVEL	25	ATTACK	19	JUMP LEVEL	2
RANGE	3	MAGIC	13	THROW LEVEL	2
HIT POINTS	94	DEFENSE	12	COUNTERATTACK LEVEL	1
MAGIC POINTS	88	AGILITY	5	CATCH LEVEL	2

ABILITY: Cure — ABILITY: Slash
ABILITY: — — ABILITY: —
ITEM: Cure-All

EXPERIENCE POINTS: 250
GOZ: —

Blood Fiend

LEVEL	34	ATTACK	20	JUMP LEVEL	1
RANGE	3	MAGIC	10	THROW LEVEL	1
HIT POINTS	125	DEFENSE	12	COUNTERATTACK LEVEL	1
MAGIC POINTS	40	AGILITY	4	CATCH LEVEL	1

ABILITY: — — ABILITY: —
ABILITY: — — ABILITY: —
ITEM: Neba Neba

EXPERIENCE POINTS: 340
GOZ: —

Blood Knight

LEVEL	17	ATTACK	12	JUMP LEVEL	2
RANGE	3	MAGIC	7	THROW LEVEL	1
HIT POINTS	52	DEFENSE	7	COUNTERATTACK LEVEL	1
MAGIC POINTS	44	AGILITY	5	CATCH LEVEL	1

ABILITY: Slash — ABILITY: —
ABILITY: — — ABILITY: —
ITEM: Energy Fruit

EXPERIENCE POINTS: 170
GOZ: —

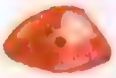
Blood Skeleton

LEVEL	24	ATTACK	18	JUMP LEVEL	0
RANGE	4	MAGIC	8	THROW LEVEL	0
HIT POINTS	96	DEFENSE	13	COUNTERATTACK LEVEL	0
MAGIC POINTS	0	AGILITY	5	CATCH LEVEL	0

ABILITY: — — ABILITY: —
ABILITY: — — ABILITY: —
ITEM: Bitter Leaf

EXPERIENCE POINTS: 240
GOZ: —

Blood Slime



LEVEL	37	ATTACK	15	JUMP LEVEL	0
RANGE	3	MAGIC	11	THROW LEVEL	0
HIT POINTS	104	DEFENSE	15	COUNTERATTACK LEVEL	0
MAGIC POINTS	9	AGILITY	6	CATCH LEVEL	0

ABILITY: Split — ABILITY: Poison
ABILITY: — — ABILITY: —
ITEM: Cure-All

EXPERIENCE POINTS: 370
GOZ: —

Bloodweed

LEVEL	10	ATTACK	6	JUMP LEVEL	0
RANGE	0	MAGIC	5	THROW LEVEL	0
HIT POINTS	22	DEFENSE	4	COUNTERATTACK LEVEL	0
MAGIC POINTS	37	AGILITY	1	CATCH LEVEL	0

ABILITY: Shed Seeds — ABILITY: Pollen Blast
ABILITY: — — ABILITY: —
ITEM: Neba Neba

EXPERIENCE POINTS: 100
GOZ: —

Boogie Man

LEVEL	23	ATTACK	11	JUMP LEVEL	0
RANGE	3	MAGIC	12	THROW LEVEL	0
HIT POINTS	82	DEFENSE	9	COUNTERATTACK LEVEL	0
MAGIC POINTS	104	AGILITY	4	CATCH LEVEL	0

EXPERIENCE POINTS 230

SIZE —

ABILITY Wind Slash ABILITY —

ABILITY — ABILITY —

ITEM Herb

Brainpicker

LEVEL	45	ATTACK	20	JUMP LEVEL	0
RANGE	3	MAGIC	15	THROW LEVEL	0
HIT POINTS	480	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	330	AGILITY	5	CATCH LEVEL	0

EXPERIENCE POINTS 450

SIZE —

ABILITY — ABILITY —

ABILITY — ABILITY —

ITEM Neba Neba

Choko

LEVEL	60	ATTACK	36	JUMP LEVEL	2
RANGE	6	MAGIC	24	THROW LEVEL	2
HIT POINTS	999	DEFENSE	27	COUNTERATTACK LEVEL	2
MAGIC POINTS	108	AGILITY	13	CATCH LEVEL	2

EXPERIENCE POINTS 500

SIZE —

ABILITY — ABILITY —

ABILITY — ABILITY —

ITEM —

Dark Arc

LEVEL	50	ATTACK	26	JUMP LEVEL	2
RANGE	3	MAGIC	18	THROW LEVEL	2
HIT POINTS	144	DEFENSE	23	COUNTERATTACK LEVEL	2
MAGIC POINTS	81	AGILITY	9	CATCH LEVEL	2

EXPERIENCE POINTS 520

SIZE —

ABILITY Burn Ground ABILITY Total Healing

ABILITY Gale Flash ABILITY Slow Enemy

ITEM —

Dark Chongara

LEVEL	50	ATTACK	25	JUMP LEVEL	2
RANGE	3	MAGIC	27	THROW LEVEL	2
HIT POINTS	130	DEFENSE	20	COUNTERATTACK LEVEL	2
MAGIC POINTS	215	AGILITY	8	CATCH LEVEL	2

EXPERIENCE POINTS 520

SIZE —

ABILITY Summon ABILITY Search

ABILITY — ABILITY —

ITEM —

Dark Gogen

LEVEL	50	ATTACK	21	JUMP LEVEL	2
RANGE	3	MAGIC	28	THROW LEVEL	2
HIT POINTS	94	DEFENSE	16	COUNTERATTACK LEVEL	2
MAGIC POINTS	198	AGILITY	8	CATCH LEVEL	2

EXPERIENCE POINTS 520

SIZE —

ABILITY Explosion ABILITY Diamond Dust

ABILITY Wind Slash ABILITY Thunderstorm

ITEM —

Dark Iga

LEVEL	50	ATTACK	37	JUMP LEVEL	2
RANGE	3	MAGIC	18	THROW LEVEL	2
HIT POINTS	226	DEFENSE	20	COUNTERATTACK LEVEL	2
MAGIC POINTS	78	AGILITY	9	CATCH LEVEL	2

EXPERIENCE POINTS 520

SIZE —

ABILITY Senpu-gekishu ABILITY Ryusei-baku

ABILITY Kishinryu-eiha ABILITY Messho-reppa

ITEM —

Dark Kukuru

LEVEL	50	ATTACK	21	JUMP LEVEL	2
RANGE	4	MAGIC	28	THROW LEVEL	2
HIT POINTS	136	DEFENSE	18	COUNTERATTACK LEVEL	2
MAGIC POINTS	186	AGILITY	9	CATCH LEVEL	2

EXPERIENCE POINTS 520

SIZE —

ABILITY Cure ABILITY Silence

ABILITY Divine Judgment ABILITY Divide

ITEM —

Dark Monk

LEVEL	25	ATTACK	17	JUMP LEVEL	2
RANGE	3	MAGIC	16	THROW LEVEL	0
HIT POINTS	87	DEFENSE	13	COUNTERATTACK LEVEL	0
MAGIC POINTS	68	AGILITY	5	CATCH LEVEL	0

EXPERIENCE POINTS 250

SIZE —

ABILITY Divine Retribution ABILITY —

ABILITY — ABILITY —

ITEM Bitter Leaf

Dark Poco

LEVEL	50	ATTACK	20	JUMP LEVEL	2
RANGE	3	MAGIC	30	THROW LEVEL	2
HIT POINTS	138	DEFENSE	18	COUNTERATTACK LEVEL	2
MAGIC POINTS	140	AGILITY	9	CATCH LEVEL	2

EXPERIENCE POINTS 520

SIZE —

ABILITY Wild Lion Drum ABILITY Cheer Trumpet

ABILITY Healing Harp ABILITY Slow Bass

ITEM —

Dark Tosh

LEVEL	50	ATTACK	33	JUMP LEVEL	2
RANGE	3	MAGIC	18	THROW LEVEL	2
HIT POINTS	152	DEFENSE	27	COUNTERATTACK LEVEL	2
MAGIC POINTS	94	AGILITY	9	CATCH LEVEL	2

EXPERIENCE POINTS 520

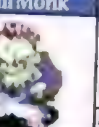
SIZE —

ABILITY Ouka-raibaku-zen ABILITY Jubakuzen

ABILITY Shinkuzen ABILITY Koei-zen

ITEM —

Demi Monk



LEVEL	16	ATTACK	11	JUMP LEVEL	1
RANGE	3	MAGIC	7	THROW LEVEL	0
HIT POINTS	43	DEFENSE	6	COUNTERATTACK LEVEL	0
MAGIC POINTS	42	AGILITY	4	CATCH LEVEL	0

EXPERIENCE POINTS 160

SIZE —

ABILITY Silence ABILITY —

ABILITY — ABILITY —

ITEM Nettle

Doll Master

LEVEL	15	ATTACK	8	JUMP LEVEL	0
RANGE	4	MAGIC	3	THROW LEVEL	0
HIT POINTS	45	DEFENSE	5	COUNTERATTACK LEVEL	0
MAGIC POINTS	0	AGILITY	3	CATCH LEVEL	0

ABILITY: Darkness — ABILITY: Doll Dance — ABILITY: —

EXPERIENCE POINTS: 150

GOLD: —

ITEM: Paralysis Apple

Dragonfly

LEVEL	45	ATTACK	20	JUMP LEVEL	0
RANGE	4	MAGIC	9	THROW LEVEL	0
HIT POINTS	165	DEFENSE	12	COUNTERATTACK LEVEL	0
MAGIC POINTS	0	AGILITY	8	CATCH LEVEL	0

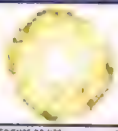
ABILITY: Flame — ABILITY: Slap — ABILITY: —

EXPERIENCE POINTS: 450

GOLD: —

ITEM: Sleep Ball

Dream Cloud



LEVEL	3	ATTACK	4	JUMP LEVEL	0
RANGE	4	MAGIC	1	THROW LEVEL	0
HIT POINTS	15	DEFENSE	2	COUNTERATTACK LEVEL	0
MAGIC POINTS	10	AGILITY	6	CATCH LEVEL	0

ABILITY: Enclose — ABILITY: — — ABILITY: —

EXPERIENCE POINTS: 30

GOLD: —

ITEM: Herb

Evil Bonze

LEVEL	7	ATTACK	4	JUMP LEVEL	0
RANGE	3	MAGIC	4	THROW LEVEL	0
HIT POINTS	20	DEFENSE	3	COUNTERATTACK LEVEL	0
MAGIC POINTS	24	AGILITY	1	CATCH LEVEL	1

ABILITY: Cleanse — ABILITY: — — ABILITY: —

EXPERIENCE POINTS: 70

GOLD: —

ITEM: Sleep Ball

Fate Dragon

LEVEL	37	ATTACK	24	JUMP LEVEL	0
RANGE	6	MAGIC	14	THROW LEVEL	0
HIT POINTS	450	DEFENSE	16	COUNTERATTACK LEVEL	0
MAGIC POINTS	70	AGILITY	8	CATCH LEVEL	0

ABILITY: Death Wing — ABILITY: — — ABILITY: Paralyze

EXPERIENCE POINTS: 370

GOLD: —

ITEM: Bitter Leaf

Fire Elemental

LEVEL	2	ATTACK	3	JUMP LEVEL	0
RANGE	3	MAGIC	2	THROW LEVEL	0
HIT POINTS	12	DEFENSE	1	COUNTERATTACK LEVEL	0
MAGIC POINTS	9	AGILITY	0	CATCH LEVEL	0

ABILITY: Fusion — ABILITY: — — ABILITY: Bomb

EXPERIENCE POINTS: 20

GOLD: —

ITEM: Stone

Fire Golem

LEVEL	36	ATTACK	19	JUMP LEVEL	0
RANGE	3	MAGIC	12	THROW LEVEL	0
HIT POINTS	125	DEFENSE	15	COUNTERATTACK LEVEL	0
MAGIC POINTS	101	AGILITY	5	CATCH LEVEL	0

ABILITY: Fire Waves — ABILITY: — — ABILITY: Bomb

EXPERIENCE POINTS: 360

GOLD: —

ITEM: Atrophy Ball

Fleshpicker

LEVEL	54	ATTACK	22	JUMP LEVEL	0
RANGE	5	MAGIC	20	THROW LEVEL	0
HIT POINTS	130	DEFENSE	21	COUNTERATTACK LEVEL	1
MAGIC POINTS	30	AGILITY	14	CATCH LEVEL	0

ABILITY: — — ABILITY: — — ABILITY: —

EXPERIENCE POINTS: 0

GOLD: —

ITEM: Herb

Fleshripper

LEVEL	23	ATTACK	17	JUMP LEVEL	0
RANGE	3	MAGIC	13	THROW LEVEL	0
HIT POINTS	85	DEFENSE	13	COUNTERATTACK LEVEL	1
MAGIC POINTS	20	AGILITY	6	CATCH LEVEL	0

ABILITY: — — ABILITY: — — ABILITY: —

EXPERIENCE POINTS: 0

GOLD: —

ITEM: Energy Fruit

Funeral Pyre

LEVEL	44	ATTACK	24	JUMP LEVEL	0
RANGE	3	MAGIC	16	THROW LEVEL	0
HIT POINTS	104	DEFENSE	20	COUNTERATTACK LEVEL	0
MAGIC POINTS	1	AGILITY	6	CATCH LEVEL	0

ABILITY: Bomb — ABILITY: — — ABILITY: —

EXPERIENCE POINTS: 440

GOLD: —

ITEM: Small Bomb

Ghost

LEVEL	5	ATTACK	3	JUMP LEVEL	0
RANGE	3	MAGIC	2	THROW LEVEL	0
HIT POINTS	10	DEFENSE	1	COUNTERATTACK LEVEL	0
MAGIC POINTS	9	AGILITY	0	CATCH LEVEL	0

ABILITY: Silence — ABILITY: — — ABILITY: —

EXPERIENCE POINTS: 50

GOLD: —

ITEM: Sacred Water

Ghoul

LEVEL	13	ATTACK	7	JUMP LEVEL	0
RANGE	2	MAGIC	2	THROW LEVEL	0
HIT POINTS	38	DEFENSE	4	COUNTERATTACK LEVEL	0
MAGIC POINTS	0	AGILITY	2	CATCH LEVEL	0

ABILITY: Paralyze — ABILITY: — — ABILITY: Throw

EXPERIENCE POINTS: 130

GOLD: —

ITEM: Rue's Satchel

Giant Bat

LEVEL	18	ATTACK	15	JUMP LEVEL	0
RANGE	4	MAGIC	5	THROW LEVEL	0
HIT POINTS	32	DEFENSE	9	COUNTERATTACK LEVEL	0
MAGIC POINTS	0	AGILITY	5	CATCH LEVEL	0

EXPERIENCE POINTS: 180
GOZ: —

ABILITY: Blood Siphon
ABILITY: —
ABILITY: Supersonic Blast
ABILITY: —
ITEM: Speed Satchel

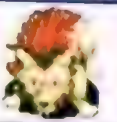
Gutwrencher

LEVEL	60	ATTACK	27	JUMP LEVEL	0
RANGE	3	MAGIC	23	THROW LEVEL	0
HIT POINTS	245	DEFENSE	25	COUNTERATTACK LEVEL	2
MAGIC POINTS	750	AGILITY	13	CATCH LEVEL	0

EXPERIENCE POINTS: 1200
GOZ: —

ABILITY: —
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Sleep Ball

Hellhound



LEVEL	35	ATTACK	22	JUMP LEVEL	2
RANGE	5	MAGIC	12	THROW LEVEL	0
HIT POINTS	91	DEFENSE	14	COUNTERATTACK LEVEL	2
MAGIC POINTS	76	AGILITY	6	CATCH LEVEL	0

EXPERIENCE POINTS: 350
GOZ: —

ABILITY: Bite
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Stone

Iga

LEVEL	20	ATTACK	17	JUMP LEVEL	1
RANGE	3	MAGIC	11	THROW LEVEL	1
HIT POINTS	80	DEFENSE	11	COUNTERATTACK LEVEL	1
MAGIC POINTS	32	AGILITY	4	CATCH LEVEL	1

EXPERIENCE POINTS: 200
GOZ: —

ABILITY: —
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: —

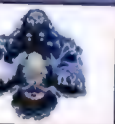
Illusion Flame

LEVEL	18	ATTACK	7	JUMP LEVEL	0
RANGE	2	MAGIC	11	THROW LEVEL	0
HIT POINTS	32	DEFENSE	5	COUNTERATTACK LEVEL	0
MAGIC POINTS	20	AGILITY	3	CATCH LEVEL	0

EXPERIENCE POINTS: 180
GOZ: —

ABILITY: —
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: —

Illusion Lord



LEVEL	25	ATTACK	12	JUMP LEVEL	0
RANGE	0	MAGIC	10	THROW LEVEL	0
HIT POINTS	180	DEFENSE	9	COUNTERATTACK LEVEL	1
MAGIC POINTS	102	AGILITY	4	CATCH LEVEL	0

EXPERIENCE POINTS: 250
GOZ: —

ABILITY: Explosion
ABILITY: Wind Slash
ABILITY: Diamond Dust
ABILITY: Thunderstorm
ITEM: Armor Stone

Insane Minotaur

LEVEL	27	ATTACK	19	JUMP LEVEL	2
RANGE	4	MAGIC	12	THROW LEVEL	2
HIT POINTS	110	DEFENSE	15	COUNTERATTACK LEVEL	2
MAGIC POINTS	10	AGILITY	5	CATCH LEVEL	2

EXPERIENCE POINTS: 270
GOZ: —

ABILITY: —
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Atrophy Ball

Mad Monk

LEVEL	24	ATTACK	15	JUMP LEVEL	1
RANGE	3	MAGIC	9	THROW LEVEL	0
HIT POINTS	80	DEFENSE	10	COUNTERATTACK LEVEL	0
MAGIC POINTS	50	AGILITY	5	CATCH LEVEL	0

EXPERIENCE POINTS: 240
GOZ: —

ABILITY: Divine Retribution
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Poison Berry

Mad Puppeteer

LEVEL	38	ATTACK	18	JUMP LEVEL	0
RANGE	4	MAGIC	8	THROW LEVEL	0
HIT POINTS	138	DEFENSE	11	COUNTERATTACK LEVEL	0
MAGIC POINTS	0	AGILITY	6	CATCH LEVEL	0

EXPERIENCE POINTS: 380
GOZ: —

ABILITY: Darkness
ABILITY: —
ABILITY: Doll Dance
ABILITY: —
ITEM: Rue's Satchel

Maneater

LEVEL	31	ATTACK	16	JUMP LEVEL	0
RANGE	0	MAGIC	13	THROW LEVEL	0
HIT POINTS	78	DEFENSE	13	COUNTERATTACK LEVEL	0
MAGIC POINTS	85	AGILITY	5	CATCH LEVEL	0

EXPERIENCE POINTS: 310
GOZ: —

ABILITY: Shed Seeds
ABILITY: —
ABILITY: Pollen Blast
ABILITY: —
ITEM: Blindness Grass

Medusa Lizard

LEVEL	32	ATTACK	20	JUMP LEVEL	0
RANGE	4	MAGIC	16	THROW LEVEL	0
HIT POINTS	95	DEFENSE	10	COUNTERATTACK LEVEL	0
MAGIC POINTS	54	AGILITY	3	CATCH LEVEL	0

EXPERIENCE POINTS: 320
GOZ: —

ABILITY: Zone Attack
ABILITY: —
ABILITY: Stone
ABILITY: —
ITEM: Nettle

Mighty Fly

LEVEL	12	ATTACK	6	JUMP LEVEL	0
RANGE	4	MAGIC	2	THROW LEVEL	0
HIT POINTS	35	DEFENSE	3	COUNTERATTACK LEVEL	0
MAGIC POINTS	0	AGILITY	2	CATCH LEVEL	0

EXPERIENCE POINTS: 120
GOZ: —

ABILITY: Flame
ABILITY: —
ABILITY: Slap
ABILITY: —
ITEM: Small Bomb

Necromancer

LEVEL	27	ATTACK	16	JUMP LEVEL	0
RANGE	3	MAGIC	15	THROW LEVEL	0
HIT POINTS	72	DEFENSE	10	COUNTERATTACK LEVEL	0
MAGIC POINTS	140	AGILITY	4	CATCH LEVEL	0

ABILITY: Thunder Storm
ABILITY: —
ABILITY: —
ABILITY: —

EXPERIENCE POINTS: 270
GOLD: —
ITEM: Cure-All

Skeleton

LEVEL	8	ATTACK	5	JUMP LEVEL	0
RANGE	3	MAGIC	0	THROW LEVEL	0
HIT POINTS	25	DEFENSE	3	COUNTERATTACK LEVEL	1
MAGIC POINTS	0	AGILITY	1	CATCH LEVEL	0

ABILITY: —
ABILITY: —
ABILITY: —
ABILITY: —

EXPERIENCE POINTS: 80
GOLD: —
ITEM: Bitter Leaf

Ninja

LEVEL	14	ATTACK	8	JUMP LEVEL	1
RANGE	3	MAGIC	4	THROW LEVEL	1
HIT POINTS	35	DEFENSE	5	COUNTERATTACK LEVEL	1
MAGIC POINTS	15	AGILITY	31	CATCH LEVEL	0

ABILITY: Shuriken Bomb
ABILITY: Bomb
ABILITY: —
ABILITY: —

EXPERIENCE POINTS: 140
GOLD: —
ITEM: Small Bomb

Soul Flame

LEVEL	39	ATTACK	22	JUMP LEVEL	0
RANGE	3	MAGIC	14	THROW LEVEL	0
HIT POINTS	132	DEFENSE	18	COUNTERATTACK LEVEL	0
MAGIC POINTS	9	AGILITY	4	CATCH LEVEL	0

ABILITY: Fusion
ABILITY: Bomb
ABILITY: —
ABILITY: —

EXPERIENCE POINTS: 390
GOLD: —
ITEM: Hard Nettle

Ninja Lord

LEVEL	40	ATTACK	24	JUMP LEVEL	2
RANGE	3	MAGIC	26	THROW LEVEL	2
HIT POINTS	156	DEFENSE	18	COUNTERATTACK LEVEL	2
MAGIC POINTS	71	AGILITY	7	CATCH LEVEL	2

ABILITY: Shuriken Bomb
ABILITY: Bomb
ABILITY: Paralyze
ABILITY: —

EXPERIENCE POINTS: 400
GOLD: —
ITEM: Cure-All

Soul Reaper

LEVEL	22	ATTACK	19	JUMP LEVEL	0
RANGE	3	MAGIC	16	THROW LEVEL	0
HIT POINTS	102	DEFENSE	15	COUNTERATTACK LEVEL	1
MAGIC POINTS	78	AGILITY	6	CATCH LEVEL	0

ABILITY: Dante's Descent
ABILITY: Black Thunder
ABILITY: —
ABILITY: —

EXPERIENCE POINTS: 220
GOLD: —
ITEM: Attack Tonic

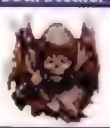
Novice Monk

LEVEL	22	ATTACK	14	JUMP LEVEL	0
RANGE	3	MAGIC	8	THROW LEVEL	0
HIT POINTS	85	DEFENSE	6	COUNTERATTACK LEVEL	1
MAGIC POINTS	1	AGILITY	4	CATCH LEVEL	0

ABILITY: —
ABILITY: —
ABILITY: —
ABILITY: —

EXPERIENCE POINTS: 220
GOLD: —
ITEM: Attack Tonic

Soul Stealer

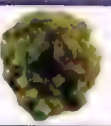


LEVEL	41	ATTACK	19	JUMP LEVEL	0
RANGE	3	MAGIC	16	THROW LEVEL	0
HIT POINTS	168	DEFENSE	12	COUNTERATTACK LEVEL	1
MAGIC POINTS	130	AGILITY	8	CATCH LEVEL	0

ABILITY: Dante's Descent
ABILITY: Black Thunder
ABILITY: Edge of Death
ABILITY: —

EXPERIENCE POINTS: 410
GOLD: —
ITEM: Rue's Satchel

Poison Cloud



LEVEL	23	ATTACK	14	JUMP LEVEL	0
RANGE	4	MAGIC	8	THROW LEVEL	0
HIT POINTS	62	DEFENSE	16	COUNTERATTACK LEVEL	0
MAGIC POINTS	0	AGILITY	6	CATCH LEVEL	0

ABILITY: Poison Drops
ABILITY: —
ABILITY: —
ABILITY: —

EXPERIENCE POINTS: 230
GOLD: —
ITEM: Atrophy Ball

Stone Golem

LEVEL	19	ATTACK	12	JUMP LEVEL	0
RANGE	2	MAGIC	11	THROW LEVEL	0
HIT POINTS	95	DEFENSE	10	COUNTERATTACK LEVEL	0
MAGIC POINTS	26	AGILITY	4	CATCH LEVEL	0

ABILITY: Thunder Wave
ABILITY: Bomb
ABILITY: —
ABILITY: —

EXPERIENCE POINTS: 190
GOLD: —
ITEM: Small Bomb

Shadow Skeleton

LEVEL	36	ATTACK	24	JUMP LEVEL	0
RANGE	4	MAGIC	12	THROW LEVEL	0
HIT POINTS	118	DEFENSE	18	COUNTERATTACK LEVEL	0
MAGIC POINTS	0	AGILITY	7	CATCH LEVEL	0

ABILITY: —
ABILITY: —
ABILITY: —
ABILITY: —

EXPERIENCE POINTS: 360
GOLD: —
ITEM: Sacred Water

Stone Jackal

LEVEL	19	ATTACK	13	JUMP LEVEL	0
RANGE	2	MAGIC	10	THROW LEVEL	0
HIT POINTS	68	DEFENSE	8	COUNTERATTACK LEVEL	0
MAGIC POINTS	40	AGILITY	1	CATCH LEVEL	0

ABILITY: Zone Attack
ABILITY: Stone
ABILITY: —
ABILITY: —

EXPERIENCE POINTS: 190
GOLD: —
ITEM: Atrophy Ball

Vampire Bat

LEVEL	30	ATTACK	22	JUMP LEVEL	0
RANGE	4	MAGIC	8	THROW LEVEL	0
HIT POINTS	65	DEFENSE	11	COUNTERATTACK LEVEL	0
MAGIC POINTS	0	AGILITY	6	CATCH LEVEL	0

ABILITY: Blood Siphon
ABILITY: Supersonic Blast
ABILITY: —
ABILITY: —
ITEM: Speed Satchel

EXPERIENCE POINTS: 300
GOLD: —

Voodoo Man

LEVEL	15	ATTACK	7	JUMP LEVEL	0
RANGE	3	MAGIC	9	THROW LEVEL	0
HIT POINTS	32	DEFENSE	5	COUNTERATTACK LEVEL	0
MAGIC POINTS	16	AGILITY	3	CATCH LEVEL	0

ABILITY: Explosion
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Hard Nettle

EXPERIENCE POINTS: 150
GOLD: —

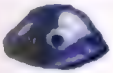
Warlord

LEVEL	11	ATTACK	6	JUMP LEVEL	1
RANGE	3	MAGIC	4	THROW LEVEL	1
HIT POINTS	30	DEFENSE	4	COUNTERATTACK LEVEL	1
MAGIC POINTS	12	AGILITY	2	CATCH LEVEL	1

ABILITY: —
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Attack Tonic

EXPERIENCE POINTS: 110
GOLD: —

Water Slime



LEVEL	20	ATTACK	12	JUMP LEVEL	0
RANGE	3	MAGIC	6	THROW LEVEL	0
HIT POINTS	64	DEFENSE	11	COUNTERATTACK LEVEL	0
MAGIC POINTS	6	AGILITY	4	CATCH LEVEL	0

ABILITY: Split
ABILITY: Poison
ABILITY: —
ABILITY: —
ITEM: Power Jelly

EXPERIENCE POINTS: 200
GOLD: —

Werewolf

LEVEL	24	ATTACK	9	JUMP LEVEL	1
RANGE	5	MAGIC	6	THROW LEVEL	0
HIT POINTS	53	DEFENSE	6	COUNTERATTACK LEVEL	1
MAGIC POINTS	23	AGILITY	4	CATCH LEVEL	0

ABILITY: Bite
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Speed Satchel

EXPERIENCE POINTS: 100
GOLD: —

Wicked Monk

LEVEL	40	ATTACK	20	JUMP LEVEL	2
RANGE	3	MAGIC	22	THROW LEVEL	0
HIT POINTS	112	DEFENSE	19	COUNTERATTACK LEVEL	0
MAGIC POINTS	78	AGILITY	7	CATCH LEVEL	0

ABILITY: Divide
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Blindness Grass

EXPERIENCE POINTS: 400
GOLD: —

Wild Hemo-ji

LEVEL	27	ATTACK	14	JUMP LEVEL	1
RANGE	3	MAGIC	9	THROW LEVEL	0
HIT POINTS	78	DEFENSE	10	COUNTERATTACK LEVEL	1
MAGIC POINTS	50	AGILITY	4	CATCH LEVEL	0

ABILITY: Hemo-ji Finger
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Power Jelly

EXPERIENCE POINTS: 270
GOLD: —

Witch Doctor

LEVEL	6	ATTACK	3	JUMP LEVEL	0
RANGE	3	MAGIC	7	THROW LEVEL	0
HIT POINTS	15	DEFENSE	2	COUNTERATTACK LEVEL	0
MAGIC POINTS	14	AGILITY	1	CATCH LEVEL	0

ABILITY: Dream Knock
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Hard Nettle

EXPERIENCE POINTS: 60
GOLD: —

Wizard

LEVEL	42	ATTACK	13	JUMP LEVEL	0
RANGE	4	MAGIC	21	THROW LEVEL	0
HIT POINTS	59	DEFENSE	12	COUNTERATTACK LEVEL	0
MAGIC POINTS	164	AGILITY	6	CATCH LEVEL	0

ABILITY: Diamond Dust
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Poison Berry

EXPERIENCE POINTS: 420
GOLD: —

Wraith

LEVEL	9	ATTACK	6	JUMP LEVEL	0
RANGE	3	MAGIC	4	THROW LEVEL	0
HIT POINTS	26	DEFENSE	4	COUNTERATTACK LEVEL	0
MAGIC POINTS	10	AGILITY	2	CATCH LEVEL	0

ABILITY: Silence
ABILITY: —
ABILITY: —
ABILITY: —
ITEM: Blindness Grass

EXPERIENCE POINTS: 90
GOLD: —

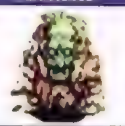
Wyvern

LEVEL	32	ATTACK	23	JUMP LEVEL	0
RANGE	5	MAGIC	16	THROW LEVEL	0
HIT POINTS	390	DEFENSE	19	COUNTERATTACK LEVEL	0
MAGIC POINTS	60	AGILITY	7	CATCH LEVEL	0

ABILITY: Death Wing
ABILITY: Poison
ABILITY: —
ABILITY: —
ITEM: Attack Tonic

EXPERIENCE POINTS: 320
GOLD: —

Zombie



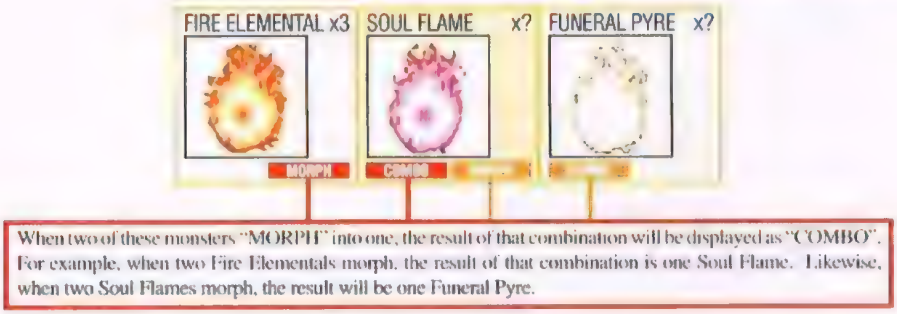
LEVEL	4	ATTACK	4	JUMP LEVEL	0
RANGE	2	MAGIC	0	THROW LEVEL	0
HIT POINTS	18	DEFENSE	1	COUNTERATTACK LEVEL	0
MAGIC POINTS	0	AGILITY	0	CATCH LEVEL	0

ABILITY: Paralyze
ABILITY: Throw
ABILITY: —
ABILITY: —
ITEM: Poison Berry

EXPERIENCE POINTS: 40
GOLD: —

Arc The Lad—Walkthrough

It's time to get down to the nitty-gritty of this Strategy Guide, the reason you laid down your hard-stolen cash, risked your momma's ire, and gave trial and error the finger. In the following pages, you'll be enlightened and coached on every aspect of ***Arc the Lad I*** that you'll need to make you a success, thus impressing your weak-minded friends. While your synapses are reaching optimum speed, soak up the description below of how the monster charts scattered throughout the walkthrough work:



See, that was easy enough, wasn't it? You're ready now...go ahead and jump right in!

Arc The Lad

In ancient times, people understood the delicate balance that existed between the physical world and the five Guardians—Earth, Fire, Water, Wind, and Light—who watched over humanity. In time, the Romalians, bent on global conquest, began to shatter the balance that existed between the two worlds. Now, the world is teetering on the edge of destruction. Only by using the power of the Ancient Ark to stem the dark tide will humanity have any hope of life.

The only one that possesses the power to use the Ark is a young lad—named, oddly enough—Arc. Ten years ago, Arc's father mysteriously disappeared during a ferocious blizzard. Since that time, Arc has been consumed with learning the fate of his beloved father. Now, Arc shall embark on a quest to discover what really happened that fateful night ten years ago. Along the way, he'll meet many new friends who shall become powerful allies. But does this slight lad really have the strength to find the power stones, rally the Guardians, and wield the power of the Ark?

Only time will tell...

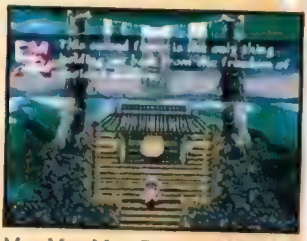
STORYCHECK BABY DID A BAD BAD THING

Kukuru's beginning to have her doubts that this relationship is gonna work.

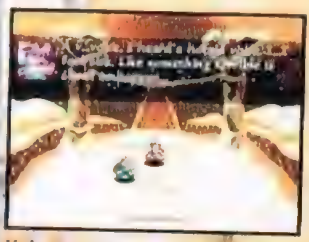
Things start out simple enough. Too simple, in fact. A young girl named Kukuru and her creepy late-winter companion, the Mayor, are at the base of Guardian Peak on their way to the Flame Cion. According to legend, only one member of the Sacred Clan is allowed to enter the Cion Shrine located high atop the mountain. Fortunately for the not-so-trim Mayor, Kukuru is a member of the mile-high club (no, not THAT mile-high club, what kind of game do you think this is?), and is anxious to hit the mountain again.

Once she's voiced her apprehension for future events and her utter distaste for tradition, Kukuru begins the long trek up Guardian Peak, while the Mayor rubs his hands in glee and decides that is enough exercise to warrant a dumpty-cake break.

Inside the Cion Shrine sits the Holy Flame, a fire that is said to have been burning for three thousand years. It is here that Kukuru ponders her future. A future forged in ancient tradition. A future in which she'll be called to Palencia Castle to marry the prince when the new year begins. A future that she does not want! With this thought in her head, Kukuru takes out her frustration on the Flame Cion. The result? The slightly distasteful aroma of singed hair in the air, and the very unsettling absence of one very important three-thousand-year-old flame. *Not* a good thing.



Me. Me. Me. Geez, you'd think Kukuru was born in the 70s.



Kukuru returns and runs some lines from Rosemary's Baby with the Mayor.

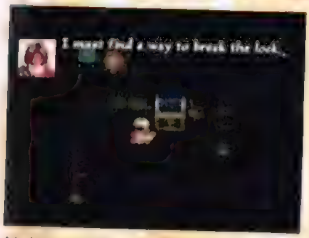
With the flame out, a hideous voice booms through the chilled mountain air, screaming that the seal has been broken and that after three millennia it is now free!

After a brilliant observation by Kukuru, she makes her way back down the mountain to where the Mayor is waiting for her. As Kukuru walks on ahead, the Mayor mutters to himself things that can only be construed as traitorous... and who is this—Andel?

That night, the first blizzard in ten years descends upon the village.

STORYCHECK

PROPHECY



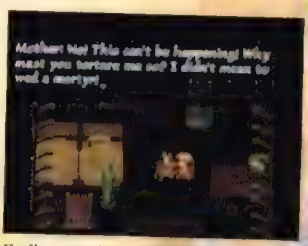
Unknowingly, Arc utters the exact same lines his father did years earlier when confounded by Polta's chastity belt.

Inside a house not too far from where Kukuru stood with the Mayor, a young lad tries in vain to open a locked chest to get to his father's armor and sword.

It was a night like this one, ten years ago to the day, when a blizzard raged and the lad's father disappeared atop Guardian Peak. This particular lad is known as Arc, and he is determined to return to the spot where his father was last seen all those years ago and unravel the mystery of his disappearance.

Arc's mother attempts to convince him that his father is dead, but Arc steadfastly points out the fact that she's lied before, embarrassing her into silence by telling her that he KNOWS that babies don't come from heaven, and the stork doesn't drop them into chimneys. Okay, so that first part was left out of the game you got, but this next part IS in the game—really!

Arc refuses to believe that someone of his father's stature could be slain so easily. He tells his mother that if that was the case, then he must now avenge his father. With that, Arc's mother opens the locked chest, then begins to reminisce about the night her husband left for Guardian Peak, when he prophesied that Arc would one day leave for the mountain as well.



Sadly, mood-stabilizing drugs would not be invented for many hundreds of years, leaving Polta to suffer...

ITEM!
Herb

ITEM!
Father's Sword
Father's Armor

ITEM!
Stone

ITEM!
Kaiser Glove
Revival Tonic
Energy Fruit
Sacred Water

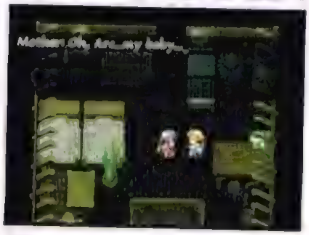
Check! ⇨ PG. 24

Check1

SNAG THE STASH

Begin by searching the now-opened chest to receive **Father's Sword** and **Armor** (doesn't our hero look daunting in his suhweet new duds?), as well as an **Herb** from the pot to the left. After you've acquired the items, you have a choice. Head directly outside to get a little different text, or talk to Arc's mother (Polta) in the main room to let her know you're leaving (she'll give you several more useful goodies), then head outside.

We are unfortunately unable to discuss why Arc knows this.



Polta shows why, in another time, she may have been the next R&B superstar...

Once through the door, Arc dashes across the wooden bridge—the wind and snow howling all around him as he makes his way to Guardian Peak.

STORYCHECK

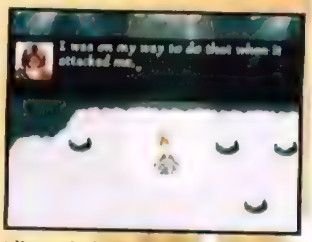
A GUILTY CONSCIENCE

Arc offers to fix the mess Kukuru created. If he only knew the journey this little encounter would begin...

With the day's events wearing heavy on her mind, Kukuru returns to Guardian Peak in an effort to set things right. It's here that she first meets our hero, Arc. The two discuss what's happening and what may have caused it. When Arc (who at this point is brimming with testosterone) hears that Kukuru is planning on going to the C'ion Shrine to relight the Flame, he snatches the torch from her hand and declares that he will be the one to do it—and that's FINAL!

It's on Guardian Peak that Arc meets his match in the Ark Ghoul, an evil creature who was released from three thousand years of imprisonment when the Flame was snuffed out. This baddie mistakenly thinks it was Arc who set him free. With Arc's defeat comes the realization that this was not the case. Oops!

Upon the Ghoul's departure, the blizzard ends and a circle of light (not to be confused with the poppy confection "Circle of Life") shines down on our little hot-headed hero, causing his strength to return. A voice from above, belonging to the Guardian of the Mountain, speaks to Arc, telling him to rise up and relight the Flame in order to vanquish the Ark Ghoul. The voice then tells Arc of his destiny, and bestows upon him the power he will need to defeat the monsters and help keep a promise made by his father ten years earlier.



"But...uh, I died and everything."

GUARDIAN PEAK

ENEMIES:

ACID SLIME x5

ITEM!
Energy Fruit

PREPARE TO FIGHT

Time for the first battle. We're sure your mother is proud. Make sure she snaps a picture of you all dolled up for your first encounter. Begin by choosing whether or not you'd like to set up your equipment. Choosing ***Yes*** at this time allows you to equip the Kaiser Glove as an Accessory, thereby raising your Throw level by one. Once you're finished setting up, press the △ button to bring up the exit menu. Aside from movement within any of the highlighted squares, your choices are as follows (as shown in the box at the bottom of the screen):

Excellent for making rolls.

✕ Button	★ Attack enemies on the battlefield.
○ Button	★ Bring up the Ability Ring. The Ability Ring is a selection of various abilities you have the use of at this point.
△ Button	★ End your current turn.
□ Button	★ Bring up the Item Menu. The Item Menu will allow you access to the different usable items you have acquired up to this point, such as healing Herbs, Revival Tonics or Stones to throw.
L1/R1 or L2/R2 Button	★ Scan the enemies and/or battlefield. Press the △ button to return to Arc.
Start Button	★ Open the Character status screen during combat. ★ From the Character status screen, pressing the Start button will open the Accessories screen.

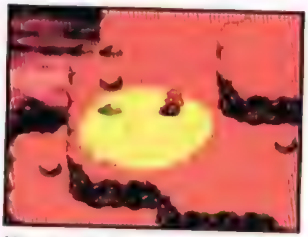
PREPARE TO FIGHT (CONTINUED)

Since Arc is alone in this battle, try to draw the Acid Slimes to him one at a time so he doesn't get surrounded, thereby taking too much damage all at once. Arc and the Acid Slimes have a higher chance of counterattacking if either's foe is faced during the attack, so have Arc attack from either the rear or the sides of the enemies to avoid getting hit in retaliation. This will be true in all future battles as well.

Whack the slimes before they split a bunch of times and hog all the welfare checks in Palencia.

Tossing your rocks (no, not THOSE—yikes!), er, Stones is possible in this battle, but not necessary as the Acid Slimes have such a low Hit Point level and do so little damage to Arc that his normal attacks are perfectly adequate.

Moving up to the next level of the cliffs is accomplished by jumping up the face of each level. Also, to open a Treasure Chest on this or any other battlefield, you must attack it. Every action... attacking, defending, countering—even opening Treasure Chests—will gain you experience.

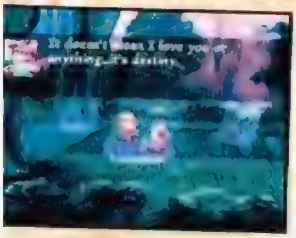


Yes, burnt slime smells a LOT worse than singed hair.

In defeating the Acid Slimes you should easily earn your first level up, after which you will be able to choose "Burn Ground" from Arc's Ability Ring. If you take too long during this battle, the Acid Slimes may split, forming more enemies for you to defeat (as an aside, the Hit Points of each slime is then halved, but the Experience Points you earn from their defeat is not). Then again, if you like fighting slimes, this is an easy place to gain some experience.

The "Results" of the battle are given upon its completion. The categories include how many enemies were defeated, items found or earned, and experience gained.

STORYCHECK THE START OF SOMETHING BIG



uure, Kukuru. We know your ecret squat-prince-to-be fantasies e running wild right about now.

Back at the base of Guardian Peak, the Ark Ghoul confronts Kukuru as Arc makes his way up the mountain to relight the Flame Cion. Just as it seems that all is lost, Arc completes his task, and Kukuru is saved.

EVENT CHECK!

Guardian Peak

Arc's House

Village Gate

Within a few days, word of Arc's bravery has spread throughout all of Palencia. Thusly (sounds like an important word, doesn't it?), Arc is called to Palencia Castle by the King. He will have to leave his mother and home for a second time. Arc mumbles about sending money home and splits before another guilt trip from mom.

long the way Kukuru appears. The two then travel together, with Kukuru telling him of her role in what may nfold as they walk through the woods on their way to Palencia Castle. At the Village Gate, just before they reach eir destination, Kukuru expresses her desire to follow Arc in the fulfillment of his destiny.

WORLD MAP

EVENT CHECK!

Touvil

Arc's House

Palencia Castle

At this point Arc and Kukuru part ways, and you are brought before the game's World Map. In order to travel to a specific location, simply highlight it on the map and press the ⊗ button. Since your destination is Palencia Castle, highlight it and press ⊗ to be brought there.

Alone and in the spotlight, Arc has to make a decision that may affect the rest of his stage.

By pressing the ⊕ button while at the World Map, you will be able to bring up the Save Menu. Use this menu to save your progress to a PlayStation® Memory Card.

Beginning here, and occasionally throughout the game, if you return to Arc's House in Touvil, you will receive an item from his mother (an **Herb**) and a letter from his father.

STORYCHECK

THE KING AND HIGH

Right after this sprint, Poco had to make an unscheduled stop at Krispy Kreme that may have just saved his life.

EVENT CHECK!

Palencia Castle

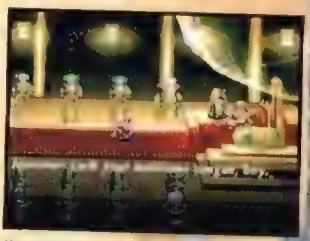
Colbo Plain

The first thing Arc encounters upon his arrival at the castle is a brigade of troops leaving, followed shortly thereafter by one who seems to have missed his morning wake-up call, but not enough evening snacks.

With the mere mention of his name (and without giving the knights at the gate so much as a shrubbery), Arc is admitted entrance to the castle.

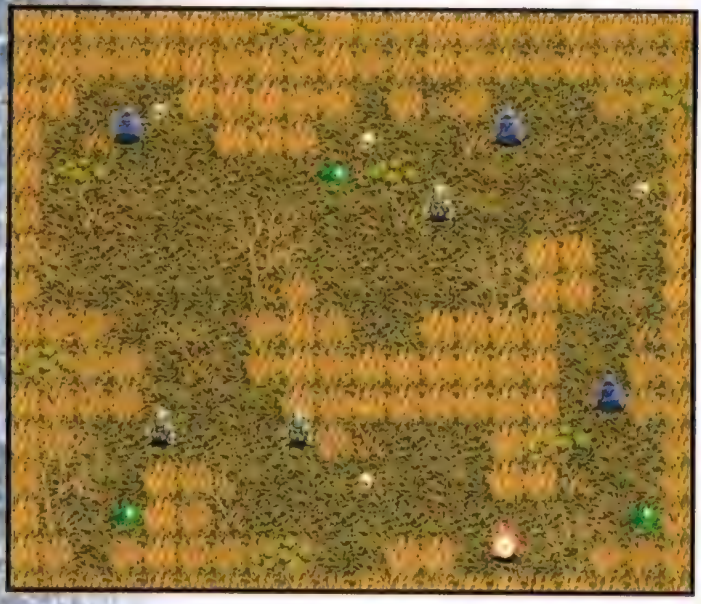
While addressing the King, Arc notices his groovy alterna-lifestyle getup and reveals that his life's ambition is to be a deadhead, too. The King gives a thumbs-up and rambles for a while before mentioning that he's bummed that Garcia bit it, and that Acapulco gold is more like bronze these days. Okay...that wasn't in the game, either, but it DID happen.

Anyway, the part you no doubt saw picked up right after, when Arc talked about being bestowed with a gift of power from the Guardian of the Mountain, and about humanity's possible extinction. Though the royal Minister warns that Arc's words may be flights of fancy, the King exclaims that just before his brother, the Crown Prince, disappeared, he too spoke the same words. With things now seeming more than just coincidence, the King asks Arc to perform a task to prove whether or not he has been genuinely blessed with the power of the Guardian.



Something hrm is apparently lodged in the Minister's butt from the first time you meet him.

North of Palencia Castle is Colbo Plain, and it is there, with the help of the Palencia Army, that Arc must now travel and cleanse the monsters that have overrun it. If Arc truly has the power of the Guardian, the army will see and tell the King of it.

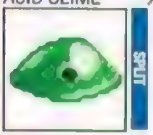


ENEMIES:

GHOST x3

ZOMBIE x3

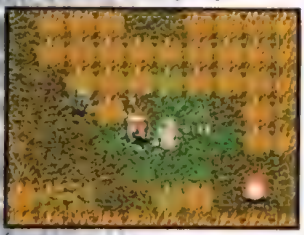
ACID SLIME x3



FIRE ELEMENTAL x1

COLBO PLAIN: PART ONE

While impressed with Poco's piety, Arc is basically embarrassed and wishes Poco would get up.



We're gettin' a band together!

From Palencia Castle you're sent to the World Map to let you select the destination you talked about with the King: Colbo Plain.

EVENT CHECK!

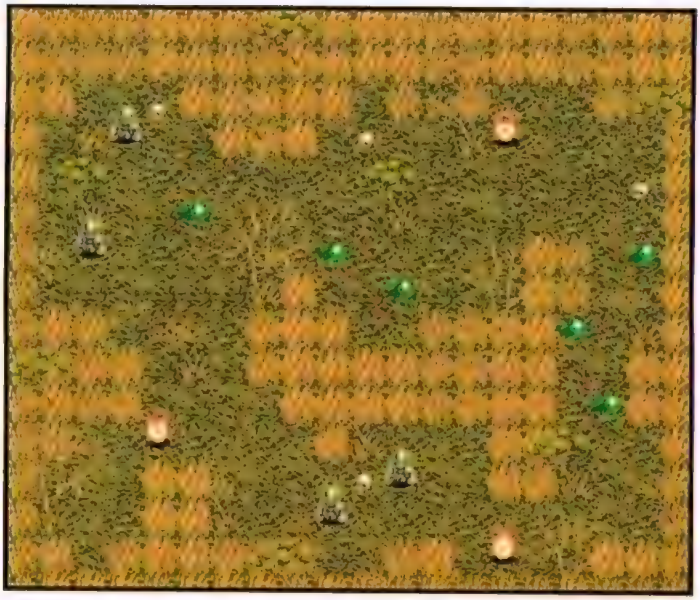
World Map

Colbo Plain

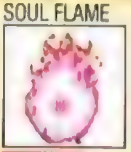
Once you reach the Colbo Plain, you find a timid soldier named Poco hiding in the tall grass. Poco is the soldier you saw running after the rest of the troops when you first arrived at Palencia Castle. He is more interested in music than soldiering, and as such, has musical instruments instead of weapons to aid him in battle. With the pleasantries out of the way, the monsters appear and the battle gets underway.

A note about battling: as long as one character remains alive, the game will continue.

In this encounter, position Poco near Arc as soon as you can, then use his Battle Drum ability to raise the attack power of your party. Since the Zombies can paralyze your characters, try not to attack them straight on, but rather from the sides or rear. Arc's Burn Ground ability packs a wallop against enemies with high Hit Point levels, like the Zombies.



ENEMIES:

ZOMBIE x4	ACID SLIME x6	FIRE ELEMENTAL x3	SOUL FLAME x?
	STUN	MORPH	 COMBO

COLBO PLAIN: PART TWO

EVENT CHECK!

World Map

Colbo Plain

Upon choosing Colbo Plain from the World Map after having completed it the first time, you will be able to fight battles here again in order to gain more experience and items if you'd like. The monster set, however, is slightly different from the one you faced during the event encounter. Since more than one Fire Elemental is in the new set, there is something you should know about them (and like creatures)... Fire Elementals have the ability to fuse together should they cast Fuse while next to each other. The result of this fusion is a Soul Flame. Should two Soul Flames Fuse, the resulting creature is called a Funeral Pyre.

Return to Palencia via the World Map once you've finished battling in the Colbo Plain.

Sickened from the flaming carnage, Poco has to just look away...

STORYCHECK THERE'S ALWAYS ROOM FOR JELLO

"I have bested the power of even the mightiest Hell's Angel...as I'm certain you can appreciate."

Arc reports to the King with good and bad news. Good in that the monsters in the Colbo Plain were bested, but bad that the battalion of troops was lost. Doubts soon arise as to whether or not Arc and Poco speak the truth, but when a guard rushes in to alert the King of an attack by the monsters, Arc offers a first-hand demonstration of his abilities.

EVENT CHECK!
Audience Chamber
Palencia Castle

TIME TO SAVE THE GIRL

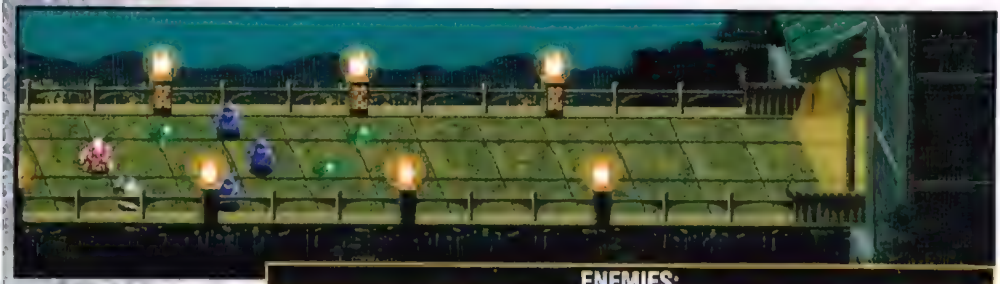
As soon as you exit the castle, you see Kukuru on the bridge—Acid Slimes and other monsters surrounding her. The battle to help Kukuru and show off in front of the King then begins.

Since Kukuru can't be reached in a single turn by either Poco or Arc, have her retreat on her first turn so she doesn't get swarmed by the enemies. Once your group is more together, begin your advancing.

The Acid Slimes, Ghosts, and Evil Bonze should pose no threat, but be wary of the magic attacks of the Witch Doctor. The Dream Knock spell can cause your party members to fall asleep, and since it hits more than one spot on the map you may want to fan your characters out a few spaces apart just to be safe. Upon their defeat, both the Witch Doctor and Evil Bonze will net you an Accessory for use in the coming battles.

After the battle Arc rushes to Kukuru's side as she collapses from exhaustion.

Mustering all the tact in his body (and that's still not much), Poco rains on Kukuru's parade.



ENEMIES:

ACID SLIME	x3	GHOST	x3	EVIL BONZE	x1	WITCH DOCTOR	x1
	SPLIT				JUMP BOOTS		MAGIC CARD

STORYCHECK

NEW ORDERS FROM THE KING

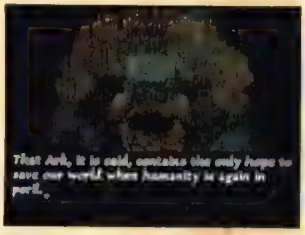
Of course this was long before the advent of man-delay, so Andel is pretty touchy about his "problem".

Inside the Audience Chamber, the King is understandably impressed with your fighting skills. When the Minister chastises you for speaking rudely to the King, we find out just who the mysterious Andel is. After the King is finished reprimanding the Minister, he asks for your help in finding the legendary "Ark", and begins to explain a legend from the ancient texts and how his missing brother ties into all this.

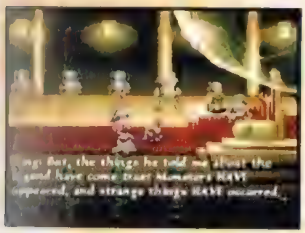
EVENT CHECK!
Palencia Castle
Audience Chamber
Minister's Chamber

It seems the legend of the "Ark" is passed down from generation to generation within the royal family of Palencia.

As the legend goes, humankind once angered the gods, and because of this they were nearly eradicated. The only thing that saved them was that the King pleaded with the gods for humankind to be spared. While the King was "distracting" the gods, two others, who were warned by the Spirits, made their way to Seirya and sealed the inheritance of humankind in the Ark. It is said that the Ark is the only way to save humankind when it once again falls into peril—by an unknown hero breaking its seal.



Well, knowing that is better than nothing, but not much. What does it MEAN?



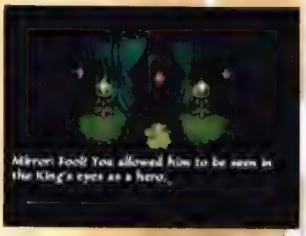
And, don't tell me this is another bad trip, man!"

The King then goes on to say that his brother, the missing Crown Prince, was the only one who still believed in the legend—and that he hasn't been seen for twenty years. He disappeared shortly after entering the Toyoke Forest on his journey to Millmana in an effort to stop the war between it and Seirya.

With the legend told, the King asks that you travel with Poco to Toyoke Forest and try to unravel the mystery of his brother and learn the location of the Ark and how to reach it.

Kukuru explains to the King that it has been written in the ancient manuscripts that she must travel with the hero and help him shape the future. Hearing this, the King grants Kukuru permission to go, despite the tauntings of the Minister, and even gives them use of his personal airship, docked at the Seirya Skyport to aid in their long trek.

Once Arc and company leave, the Minister retreats to his chamber and contacts the master he truly serves. Arc may not have as easy of a time as he thinks with what the Minister is setting up for him in Millmana.



The mirror is now severely pissed, and refuses to show Andel a reflection that shows hair on his head.

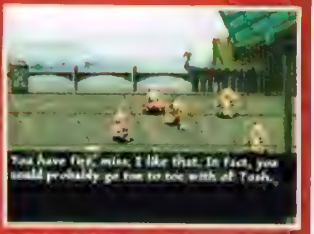
SECRETCHECK

DUDE, IT'S YOUR DAD!

Now that the King has given Arc the use of the *Silver Noah*, make your way to Seirya Skyport. Once Chopin, the crewman, asks if you're ready to depart for Millmana, choose the following option: *Not yet...* The World Map will once again be displayed. Continue to select Seirya Skyport and answering *Not yet...* four more times, for a total of five—yes, FIVE—times. If you've done everything correctly, Kukuru will say something new. From here you'll be taken to the World Map. Now, select *Palencia*, and a special event with Tosh's adopted dad will begin.

Tosh's seriously loaded adopted dad (later, in *Arc II*, we find out his name was Monji) is standing at the castle gate arguing with the guards about the mistreatment of the people of Palencia. Once he realizes his words are falling on deaf ears, he quickly notices Kukuru. After being propositioned, Kukuru backhands the ol' drunk, and he leaves the scene.

You'll notice that the character sprite for Tosh's dad is actually that of a D3T Master. Since he was still in the process of being created, and it was time for the game to ship (in Japan that is), his sprite here is quite different from the one that comes later. Of course, in *Arc II*, Monji can be seen—for better or worse.



Tosh's dad is much less than one would expect of a village leader at this point.

SEIRYA SKYPORT—MILLMANA SKYPORT

EVENT CHECK!

Seirya Skyport

Millmana Skyport

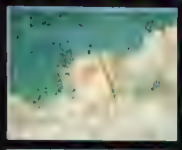
From the World Map, choose to enter the Seirya Skyport and speak to Chopin on the docking platform next to the airship. Chopin asks if you're ready to depart for Millmana, to which you can answer ***Of course, mon capitaine!*** to leave for Millmana, ***Not yet...*** to head back to the World Map, or ***How about some advice?*** to receive some helpful topics of advice.

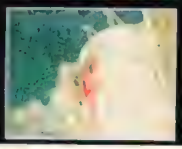
Poco's off to make a pitstop before the party heads out...

After choosing to leave, the airship leaves the Seirya Skyport on a direct route to Millmana, where you're met at the dock by a warrior who's been sent to show you around. Choose Capital HQ once you reach the World Map to be taken to your next destination.

ANIMECHECK

FLIGHT TO MILLMANA

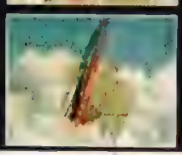




FADE IN ON:
WORLD MAP WITH THE SILVER NOAH IN FLIGHT
The WORLD MAP begins to rotate counterclockwise then upward toward the continent of SEIRYA. Video of the SILVER NOAH flying is superimposed on the screen.

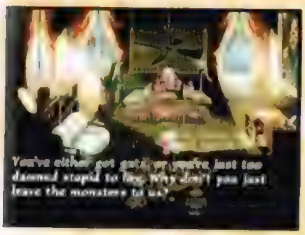
When the WORLD MAP is fixed on SEIRYA, a RED LINE moves in a slow arc with the point slowly descending to the continent of MILLMANA. The SILVER NOAH is flying toward the screen as the red line is moving, then the camera POV shifts as the NOAH flies by and the ship zooms away.

FADE OUT.



STORYCHECK

YOU MUST BE THIS TALL TO...



Of course, several of the characters in Arc Collection could use a cussing bank...

EVENT CHECK!

Capital HQ

General's Office

In Millmana, you are brought before General Yagun (go ahead, touch his monkey—touch it, TOUCH IT!) who thinks that the average age of your party is too low to succeed in the Toyoke Forest. After some coercing by Kukuru, General Yagun sets up a test to see if your party truly is strong enough to enter the forest. You must battle the monsters in the Ruvag Woods and Sembara Marsh. The warrior who brought you to General Yagun is then ordered to escort you to the Ruvag Woods and Sembara Marsh and see to it that nothing too bad befalls you while you're there.

CAPITAL HQ—WORLD MAP

EVENT CHECK!

Capital HQ

World Map

Nicarus Forest

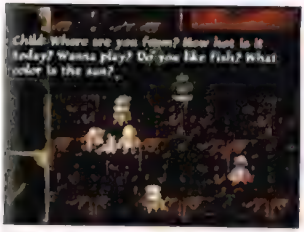
Ruvag Woods

Sembara Marsh

From talking to the guards and citizens of Capital HQ you find that there is another place where the monsters aren't quite as threatening as the ones in either the Ruvag Woods or Sembara Marsh...the Nicarus Forest. Head to the exit at the south and speak to the warrior who's to escort you on your way when you're finished in town. After telling him that you're ready, Kukuru gives him a little surprise and then you're off to the World Map.

Kukuru says this with a LITTLE too much relish, doesn't she?

At this point you have three new locations from which to choose: Nicarus Forest, Ruvag Woods or Sembara Marsh. While the Nicarus Forest isn't necessary, you may want to tackle it anyway. The enemies in the forest aren't quite as strong as those in the woods or marsh. This will allow you to gain some extra experience points for the weaker party members—namely, Kukuru.



This animatron in the lobby of Millmana's HQ is there to reinforce the need for birth control.

If you'd like to complete the areas from the least to most difficult (as we've written them up), the order you'd travel them would then be: the Nicarus Forest, followed by the Ruvag Woods, and finally the Sembara Marsh.

As an aside, if you'd like to stock up on Stones, return to Capital HQ and talk to the child with the elderly man at any point before finishing both the Ruvag Woods and the Sembara Marsh. When spoken to he will give you a Stone. You can receive as many Stones as you'd like by repeatedly talking to the child. Though he says he only has five Stones, if you leave Capital HQ for the World Map, then return, he will have five more. And so on... Doing this is highly recommended, as they will come in extremely handy.

ITEM!
Energy Fruit

ENEMIES:

SKELETON x4

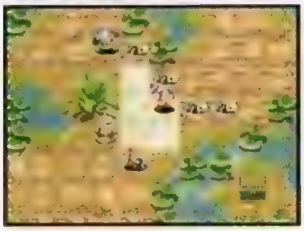
WITCH DOCTOR x2

EVIL BONZE x2

NICARUS FOREST

Being that this is, in a sense, a practice battle, you may complete it as many times as you wish to either strengthen your party or get used to how these types of enemies behave. The enemy set here will be the same each time you enter.

On this battlefield, to open the chest that you are unable to reach in the middle of the pond, you'll need to throw a Stone at it.



Shaking, Poco quietly utters the words: "I slay dead people."

On the enemy side of things, the Skeletons not only have the ability to counter if you strike at them from the front, but due to their shields, they have a higher rate of blocking as well. A blocked attack delivers significantly less damage than a non-blocked attack would have. Too many blocks and counters combined can be a bad thing. One final note about the Skeletons is that when you kill them, their bones stay on the battlefield. As such, you must attack the piles of bones they leave behind to destroy them in order to complete the battle.

With the battle behind you, you're brought back to the World Map to either progress to one of the event locations or continue your training by returning to the Nicarus Forest.

ENEMIES:

WRAITH x4	BLOOD WEED x2	WARLORD x2

SPLIT

RUVAG WOODS

If you've chosen to continue on, the next stop on your journey may be the Ruvag Woods, which are northeast of the Nicarus Forest. The foes you will face here are stronger than the ones in the forest, so be sure to use Poco's Battle Drum to give yourself that extra edge.

One enemy to watch out for here in the woods is the Blood Weed. This foe, like the Acid Slimes, has the ability to cast "Shed Seeds", which spawn more Blood Weeds. Keep in mind that when this occurs, both the new and original enemy will then have half the Hit Points of a normal Blood Weed. The Blood Weed's Pollen Blast does massive damage to any character struck with it, so keep Kukuru or Poco nearby in case you need one of their curing abilities. Allowing the Blood Weed to split here is a good way to raise experience with only limited risk.

To reach some enemies on this battlefield who may hide in seemingly unreachable areas, you may have to jump across patches of tall grass.

Once back at the World Map, if you've successfully rid the Ruvag Woods of monsters, it will no longer be available to you.

Kukuru, apparently confused by a few too many blows to the head, confuses a wraith with her trampoline back home.

SEMBARA MARSH

ENEMIES:

WARLORD x4

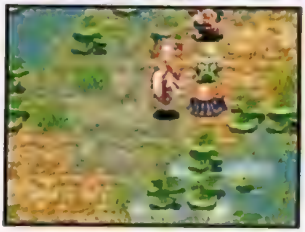
MIGHTY FLY x3

ITEM!
Sacred Water

SEMBARA MARSH

In this area, aside from watching your Hit Point levels and making sure no one gets surrounded, all you may need is an Attack Power boost every now and then from Poco's Battle Drum—unless you spent far too much time in the Nicarus Forest, that is.

With the Sembara Marsh complete, assuming you've already purged the Ruvag Woods of evil, return via the World Map to Capital HQ.



Uh, huh huh...Kukuru's getting attacked by a fly...

STORYCHECK

LAST TRAIN TO TOYOKE

Nah! Why would he be irritated that you knocked him out and gave him a killer migraine?

General Yagun, seeing no other choice after finding out you've passed his test, grants you permission to take the train to Toyoke Forest. Know that if you do take the train though, that it is at your own risk. Just after you leave his office, General Yagun's true colors come shining through.

EVENT CHECK!

Capital HQ

General's Office

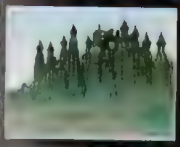
Toyoke Forest

Out on the platform Arc and crew board the train that will take them to Toyoke Forest. Just before the animation ends, check out the War of the Worlds saucers that take off in the background.

The warrior, now awake after his little nap and traveling with you, leads you deep into the monster-infested Toyoke Forest. With your party now in significant danger, as per General Yagun's orders, the warrior makes like a tree and leaves. You must now fight your way through the forest.

ANIMECHECK

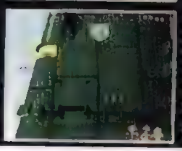
TERROR TRAIN

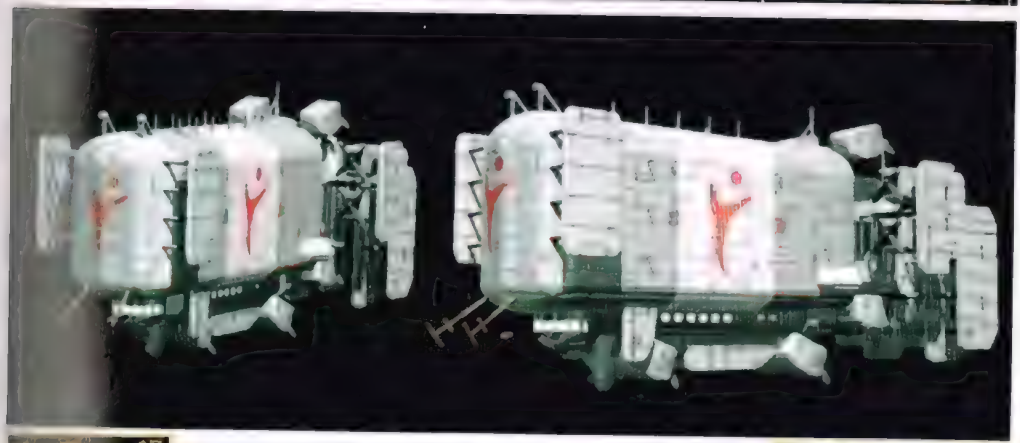


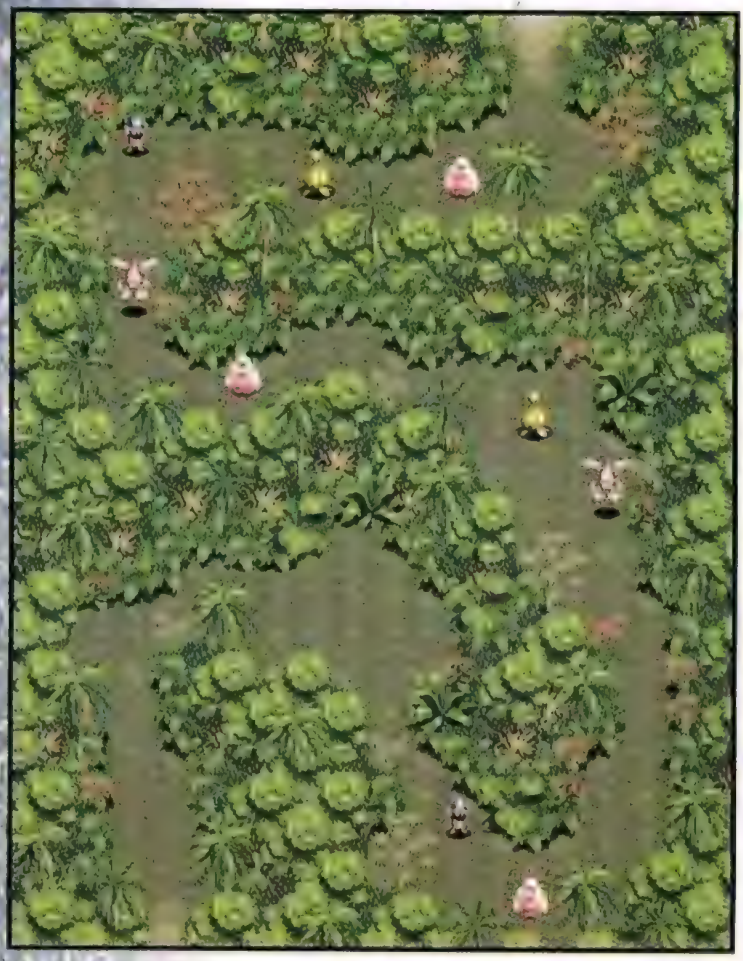
FADE IN ON:
EXT. CAPITAL HQ-SEEN FROM A DISTANCE
The TRAIN, coming in from the right, slowly pulls into the CAPITAL STATION.

CUT TO Arc, Kukuru, and Poco, with their backs toward the screen, as they stand waiting for the train to stop.

DISSOLVE TO: CAPITAL HQ-SEEN FROM A DISTANCE.
In the background, BIRDS begin to fly, much like U.F.O.s, from center-left to left until they are out of the SHOT. After the BIRDS leave the screen, the TRAIN begins to move. Shot stays static as train moves off screen. FADE OUT.







ENEMIES:

WRAITH x3

BLOOD WEED x2

SPUT

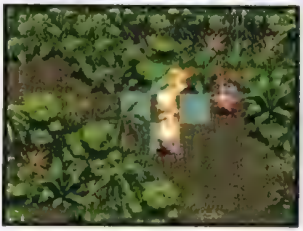
MIGHTY FLY x2

NINJA x2

HIT SCALL

TOYOKE FOREST

This battle introduces a new face to your list of enemies, the Ninja. The Ninjas will toss out bombs that explode all around them if their Hit Points drop too low, so your safest way of dealing with them would be to throw Stones or Small Bombs at them from a distance. If you have nothing to throw, Arc will probably be your best bet at one-on-one fighting, since he is most likely your strongest character and most able to withstand the blast.



This Ninja picked exactly the wrong moment to release a little ballast, and made the flames much worse.

STORYCHECK

DOUBLE CROSSED

Of course, they're no good to anyone if they explode from eating too much, either...

With the battle behind you, you come across a section of the forest that looks very different. Water glistens and the grass is a beautiful shade of green. As Arc, Poco, and Kukuru are admiring it, the Forest Spirit appears and tells Arc that his father visited her twenty years ago, back when he went by his true title—the Crown Prince of Seirya. Yes, you heard right, Arc is descended from royalty.

When asked why his father left Palencia before his turn as King, the Guardian tells Arc that those who were envious of the Crown attacked his father. It was then that Arc's father Yoshua met the Forest Spirit in Toyoke Forest. Though Yoshua was near death, the Spirit saw fit to heal his wounds. With his strength returned to him, Yoshua revealed to the Spirit that the fighting between the people of the lands was too much for him.

Arc is then told that mankind is in serious danger. Destroying nature to further his own needs only hurtles man towards his own destruction. With this knowledge, the destiny of mankind now lies in Arc's hands. The **Hero Crest**, a gift from Yoshua, is then received.

SECRETCHECK

BACK FOR SECONDS

almost anything, except pe- ...fantasy wood from today ...Mamos...

Make it a habit to return to the Forest Spirit throughout the course of the game. Only by returning to talk to her will you be able to receive two special items: the **Throw Scroll** and **Silk Belt**. A word of warning: if you miss returning for even **one** of the events, you'll miss out on being able to gain these valuable items. To make it easy—that's what you want from a strategy guide—we're providing this handy dandy little chart for you to use. And, as a special bonus, we're going to throw in Secretchecks throughout the rest of the walkthrough to remind you when it's time to run back to the peepshow with the Forest Spirit.

Now, that you've just received the Hero's Crest from her, go back to Toyoke Forest and a **Cure-All** is handed over to ya. Now leave and go to Seirya.

TIME TO RETURN	ITEM RECEIVED
After going through Toyoke Forest for the first time.	**Hero Crest**
Return immediately after she gives Arc the Hero Crest.	**Cure-All**
After seeing the Light Guardian and Chongara is in the party.	**Cure-All**
After Iga has joined the party.	**Cure-All and Throw Scroll**
After seeing the Wind Guardian.	**Cure-All**
After the Water Guardian.	**Cure-All**
After the Fire Guardian.	**Cure-All**
After extinguishing the Flame Cion for the second time.	**Cure-All and Silk Belt**

TOYOKE FOREST—MILLMANA SKYPORT

EVENT CHECK!
Toyoke Forest
Millmana Skyport

Once back on the World Map, you will see that along with the Nicarus Forest, both the Ruvag Woods and Sembara Marsh are available to you as training grounds. Remember, travel back into the Toyoke Forest to receive a **Cure-All** from the Forest Spirit.

Following the Spirit's advice, make your way to the Millmana Skyport and from there board the airship for Seirya. Since some of the foes you will face back in Seirya are rather strong, it would be wise to have your characters in the range of levels 12 to 15 before you leave Millmana.

Yes, Chopin was the original name of this guy. We didn't make that up. Really.

ANIMECHECK — FLIGHT TO SEIRYA

FADE IN ON:
WORLD MAP WITH THE SILVER NOAH IN FLIGHT
The WORLD MAP begins to rotate counterclockwise, and then moves upward toward MILLMANA. OVERLAY the SILVER NOAH as it flies in from the LEFT of the SCREEN. PAN the camera from the BACK of the airship to the FRONT.

In the background, when the WORLD MAP is fixed on MILLMANA, the RED LINE moves toward the screen, arcs and then slowly descends to the continent of SEIRYA. While the RED LINE is moving, the SILVER NOAH flies toward the screen. PAN as the SILVER NOAH turns and appears to descend toward SEIRYA.

FADE OUT.

QUINA HILL AND KARAGAN PLAIN

At this point, before heading to the castle you'll notice that two new locations have appeared on the World Map in Seirya. These areas, Quina Hill and Karagan Plain, are both training-type battlegrounds and will stay open for you to fight in for the remainder of the game. Since the enemies you'll find in these locations are extremely strong for this early in the game, you may want to bypass them for now and return to them later when you've either accumulated a few more party members, or when your levels are a bit higher so that the damage you deal isn't trivial (which at this point it probably would be). However, if you do decide you want to try your luck, know that Quina Hill contains a Witch Doctor, Demi Monk, Boogie Man, Dark Monk, Mad Monk, Voodoo Man, Wicked Monk, and an Evil Bonze... The Karagan Plain is overrun with three Slimes each of the Water, Blood, and Acid variety, as well as six Fire Elementals (which brings the possibility of Soul Flames and Funeral Pyres should they Fuse).

QUINA HILL & KARAGAN PLAIN

QUINA HILL

ENEMIES:

WITCH DOCTOR x1

DEMI MONK x1

BOOGIE MAN x1

DARK MONK x1

MAD MONK x1

VOODOO MAN x1

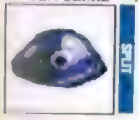
WICKED MONK x1

EVIL BONZE x1

KARAGAN PLAIN

ENEMIES:

WATER SLIME x3



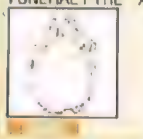
BLOOD SLIME x3

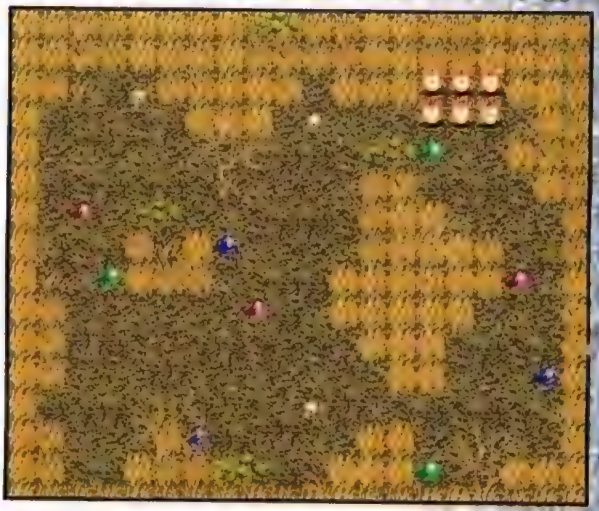
ACID SLIME x3

FIRE ELEMENTAL x6

SOUL FLAME x?

FUNERAL PYRE x?





PALENCIA CASTLE

STORYCHECK

WRONGFUL ARREST

Poco laments the absence of balloons and popcorn until Kukuru informs him that this is NOT a parade.

Back at Seirya Skyport you're met by an Imperial Messenger who tells you to follow him to Palencia Castle.

EVENT CHECK!

Seirya Skyport

Palencia Castle

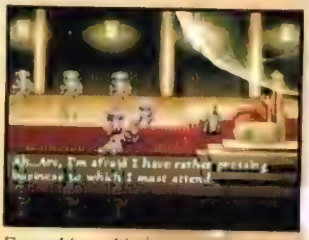
Audience Chamber

After choosing Palencia Castle from the locations on the World Map, you witness a man in chains being led inside the front gate. A little snooping reveals that the man is actually a guard from town who opposed the security proposal the Minister created for Palencia... a plan which entails numerous citizens giving up their homes to soldiers. After the impromptu prisoner parade passes, you are ushered into the castle.

The scene then cuts to show the man you saw in chains being thrown into a cell in the castle dungeon. His pleas to the guards fall on either deaf ears or minds too small to understand.

Meanwhile in the King's Audience Chamber, Arc is about to deliver his report on the trip to Millmana to the Minister (apparently the King has fallen ill), when the Captain of the Guard rushes in. As soon as the Minister hears that Tosh (the man you saw in chains) has been suitably detained, he cuts Arc's report short.

In the hallway outside the Audience Chamber, Kukuru voices her concern for the man named Tosh. Chalk it up to woman's intuition or Arc's dislike for the Minister, but before you know it you're sneaking into the castle's prison.



Everything this guy says has an undertone of malice.

VOICES

SEIICHI KURANISHI - SENIOR EDITOR, DENGEKI PLAYSTATION®

What were your first impressions of Arc the Lad?

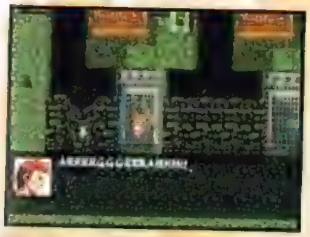
When Arc the Lad was made available, first we saw the screen shots. To tell you the truth, at that time, I wasn't that surprised. We didn't particularly think that there was going to be anything new here from the existing game platforms—I mean in terms of concepts, however, when we actually played the games, we were very surprised. The catch phrase for the first Arc the Lad game in Japan was "light and sounds RPG." It was precisely what that phrase suggested. It was a very high quality presentation and the sounds...and the characters actual speaking, and that kind of thing was placed all throughout the game. This kind of RPG never existed on a platform before the introduction of the PlayStation® hardware. So we were very surprised by that.

What do you think of the U.S. release of Arc the Lad?

I am envious—very envious. I almost wish that they could re-release it in Japan the same way—just eliminate the parts that I am in, in the video and release the rest. What I would wish for the American players is please play Arc the Lad 1 and 2 in chronological order—one after the other. If you start with Arc the Lad 3, that might be OK, but I wouldn't recommend starting to play with Arc the Lad 2 without first playing Arc the Lad 1.

STORYCHECK

YOU WOULDN'T LIKE HIM WHEN HE'S ANGRY



The Man of Steel's got nothin' on Tosh.

Amidst taunts of the death penalty from the guards, Tosh is angered by the fact that the reason he's in prison is that he still pledges allegiance to his clan. A clan that the guards say has gone up in smoke.

EVENT CHECK!

Palencia Castle Prison

Flashback

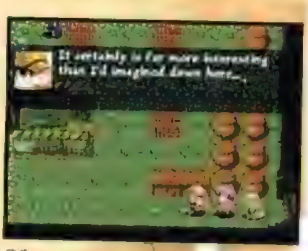
Palencia Castle Warehouse

Flashback to Tosh speaking with the elder chief (and adopted father) in his cave up in the mountains on the day he became clan protector.

Flash forward to an incredible show of strength by Tosh as he escapes from his cell.

Down in the castle warehouse the guards speculate on why the King may be sick and of how easy Palencia will fall. Little do they know Tosh is hiding in the corner listening. No sooner does Tosh spring forth to teach the guards a lesson, than they teach him one of their own. SURPRISE!!!

At this point our heroes make the scene. When Arc can't decide what course of action to take, Kukuru takes out a mirror. The mirror, passed down from generation to generation within Kukuru's clan, glows brightly to show that Tosh is on the side of righteousness. That's all it takes to convince Arc which side he needs to back in the coming fight.



Of course Poco is playing dumb. He's been in the storehouse before on midnight snack raids.

VOICES II

RYOJI AKAGAWA—EXECUTIVE PRODUCER OF ARC COLLECTION

One of the best parts of the series is the ability to import save data from one game to the next. How did you go about implementing this into the series?

Yes, I came up with this idea and when I suggested that we do things a certain way to the R&D people, they said it was going to be very tough to do that, but they nonetheless did it, which pleased me immensely. For the old type CD-ROM RPG, for that type of old cartridge-type of RPG, when you finished playing one game, that was basically the end. No matter what one does, you could only play within one game. Because of the memory card system—this is one of the PlayStation®'s special features, there are memory capabilities so I thought we might be able to utilize this system and make something out of it. I thought it might be interesting if we could see one character that players developed in one game, and then we might be able to see what happened to this character in the next story. I came up with this notion myself, but it was not an easy goal to accomplish. It was very difficult to achieve this and the staff struggled a lot to achieve this but we eventually succeeded in the end. I believe that a good percentage—10% or multiples of that...I believe that various elements of Arc's success is due to this system. Hence, I believe that a considerable portion of Arc's success is due to the wide acceptance of this system.

ENEMIES:

NINJA	x3	GHOUL	x3	DOLL MASTER	x2
	SEIRYUU BANSHAKU				FEEBO STATUE

PALENCIA CASTLE WAREHOUSE

For this encounter Tosh joins your tightly knit circle. Send your characters with the highest Hit Points against the Ninjas in case they set off any bombs. Aside from that and the new face, this battle is pretty standard as far as the difficulty goes.

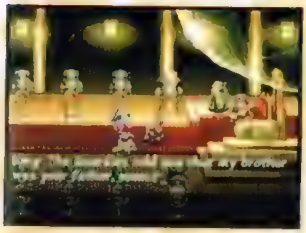
Once the battle has ended, Kukuru asks Tosh why he was imprisoned. In place of an answer you get a quick thanks as he runs off.

C'mon! Does ANYONE really believe Arc was surprised by that at THIS point in the adventure?

A line Tosh learned after numerous drunken altercations.

STORYCHECK

PRINCE ARC OF TOUVIL



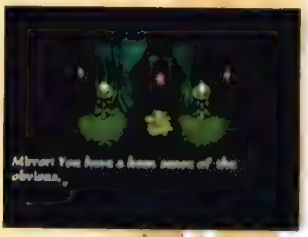
Yes, and it entrusted me with the secret knowledge of something called "Hydroponics."

Once out of the warehouse, you finally get to deliver your report to the King (who seems to have made a speedy recovery). When word slips that the King's brother was your father, the Minister cries blasphemy and then accuses you of being a rebel spy. While he doesn't believe the Minister, the King does ask if you have any proof of your lineage. All it takes is for Arc to flash the Hero Crest and the King knows the truth about your father. What the King still doesn't understand is the connection between the Ark, the Forest Spirit and his brother the Crown Prince. All Arc can offer on that topic is that his father made a promise to the Forest Spirit to try to save humanity.

EVENT CHECK!
Audience Chamber

Arc then asks permission to return home to search for a letter from his father that may shed some light on what's going on.

When you leave the castle, the Minister calls in reinforcements to help aid in his attempt to stop you. The Minister himself then sets out to get ahold of the letter before you do.



Mirror humiliation has to be pretty, uh...humiliating.

STORYCHECK

NEITHER RAIN NOR SLEET....

Postal workers are much cheaper and more reliable in games. They also take post-dated deliveries.

With the trip to Palencia out of the way, head to Touvil so you can search for the letter from Arc's father.

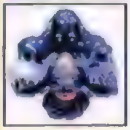
EVENT CHECK!
Village Gate
Arc's House

Once at Arc's House you see that it has been reduced to rubble, his mother nowhere to be found. When all seems hopeless... Mail Call! It's a letter from Arc's father. The letter was written recently, so Arc's father Yoshua is still alive. He writes that the "Ark" you need to find to save mankind is in Seirya, but there's a catch... to control its power you'll need to obtain the blessings of the Guardians first. These blessings will come in the form of "Power Stones", given by each of the Guardians as they deem you worthy. The letter closes with the location of the ancient book you'll need to begin your search for the Ark. You must travel to the Ancient Monolith and seek out the circle of stone.

Before heading to the Ancient Monolith you may want to return from the World Map to the ruins of your home. If you search the inside northern wall of the house you'll find the first of four pieces of the legendary **Romancing Stone**.

ENEMIES:

ILLUSION LORD x1



ILLUSION FLAME x4

GOGEN, IS THAT YOU?

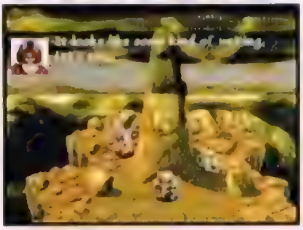
EVENT CHECK!

Ancient Monolith

Illusion World

The Ancient Monolith is located just north of Arc's House in Touvil.

As Arc begins to translate the writings on the Ancient Monolith, your party is transported to the Illusion World.



Hmm...all I can make out is something about a phal...I can't make it out.

Actually, he was expecting Godot. But, he'll take three kids if it means not going back in the rock.

At the center of the battlefield, a large foe called the Illusion Lord holds an old man in its massive hands. This man is Gogen, and he's been waiting here for more than three thousand years.

Don't be fooled by the fact that there aren't many enemies or that the battlefield is on the small side; between the high Hit Points of the Illusion Flames and the damaging magic attacks of the Illusion Lord, your party can be wiped out very quickly here.

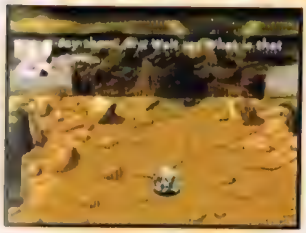
Begin by concentrating on the four Illusion Flames, focusing on one at a time so they reduce in number quicker. By the time the flames are gone, the Illusion Lord will have run out of Magic Points and be left with only the ability to attack physically. At this point merely keep your distance and attack the Illusion Lord with projectiles such as Stones or Bombs. If you get close enough to hit it with your weapons it will counter with a highly damaging triple attack. If you stay away, the Illusion Lord will be forced to skip its turn.

If you're defeated and need more Stones, you can go back and fight several practice battles in the nearby Colbo Plain, as the Fire Elementals may drop them upon their defeat.

Once the battle ends and the introductions are out of the way, Gogen tells you that he is in fact "the book" that Arc's father spoke of in his letter. You then realize that this encounter was a test of your strength, and that by passing it Gogen now knows that you are the true hero and worthy of his guidance.

STORYCHECK

RETURN TO SENDER



Gogen is not especially...spry.

EVENT CHECK!
Ancient Monolith

Arc asks Gogen how to gain the power of the Ark. The answer is simple—all you need to do is save the five Guardians who bind the world together: Earth, Water, Fire, Wind, and Light. If each Guardian accepts you, they will entrust you with a stone that embodies their power. Once you have all five stones you can then break the seal of the Ark. Sounds easy, huh?

With a glance at the return address on the last letter from Arc's father (after a hint from Gogen), you know that you'll need to start your quest for the five Guardians in Alatos. Since Alatos is so far away, the King's airship will be a necessary form of transportation.

Gogen then joins your party as a guide to the five Guardians. Not only does he bring with him the knowledge of great magic, but also another piece of the **Romancing Stone**.

STORYCHECK

CAN I BORROW THAT?

EVENT CHECK!
Ancient Monolith
Palencia Castle

If you return from the World Map to the Ancient Monolith after the battle in the Illusion World, you will be able to once again stock up on **Stones**. Next to each of the large rocks at the northern end of the area, and on the Monolith itself, you'll find a Stone. Each time you enter this area from the World Map you can find three more Stones, as well as take control of a different character while you search for them.

Poco has a limited pool of "speech-enhancers" to express his state of mind.

When you've collected enough Stones, head to Palencia Castle to both update the King on your findings so far, and to ask permission for the use of the royal airship Silver Noah. The King gives you full use of the Noah as well as a special musical instrument for Poco called the **Wild Lion Drum**. The Lion Drum can be found as an ability for Poco, which, when cast, causes a Wave Motion Explosion.

STORYCHECK

CAN I COME TOO?

Which has something to do with discovering that cache of Pamprin, no doubt.

EVENT CHECK!
Seirya Skyport

With the Silver Noah now at your disposal, enter the Seirya Skyport.

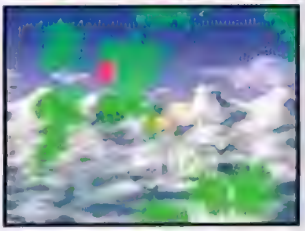
Not so far away, on a hill overlooking Palencia, Tosh says his final good-byes to his father. As he dwells over what could be, a Spirit dwelling within his sword convinces him that there is greatness waiting for him should he decide to join forces with Arc.

Back at the Skyport, Arc and company arrive at the docking platform. Before they can board the craft, Tosh appears and asks that he may join up with you. With Gogen's assurance that it is what's destined to be, Tosh is welcomed into the fold.

SKY MAP—ALATOS

EVENT CHECK!
Seirya Skyport
Sky Map
Alatos

Once you've left Seirya in the airship you'll be presented with the Sky Map. From this map you'll be able to choose any section of the world that's currently available in which to land. To begin your search for the five Guardians, select Alatos, which is located to the west.



The Silver Noah is first-class transportation, all the way.

STORYCHECK

TIT FOR TAT

EVENT CHECK!
Alatos Skyport
Chongara's Shop

No sooner do you depart the airship in Alatos, than you're met by a man who seems to know as much about your plans as you do. Though most of your team thinks you shouldn't trust him, Arc cautiously agrees when the man invites you back to his shop to talk.

This conversation really happened at a CES about 10 years ago. Really.

Turns out, his shop is only a short distance north of Alatos Skyport. Here is where you'll find more information about the Light Guardian. The backward talkin' man from the Skyport and proprietor of the shop is named Chongara. He tells you that if you get a treasure for him from some nearby ruins, he'll tell you the whereabouts of the Light Guardian. The treasure he covets is called a **Summon Pot**. He says it's on the 5th level of the ruins.

The next morning head further north to the Forbidden Ruins.

OOPS!CHECK

GREAT SERPENT

The Great Serpent was actually meant to be one of the many monsters located in the Forbidden Ruins. However, due to time constraints, he was never finished. The ever-optimistic programmers did allow a place for him in Chongara's Monster Book (No. 62).

We actually tried to put him back into the game, but since part of his code wasn't finished, it was impossible to have him in the game without it crashing, so we gutted the entry in the Monster Book so as not to disappoint completists.

FORBIDDEN RUINS

Forbidden Ruins — Floor 1

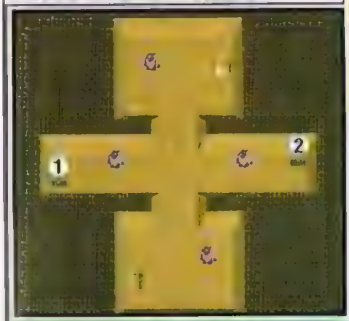
ENEMIES:

WARLORD x3

ITEM!

1 Herb	2 Revival Tonic

Forbidden Ruins — Floor 2



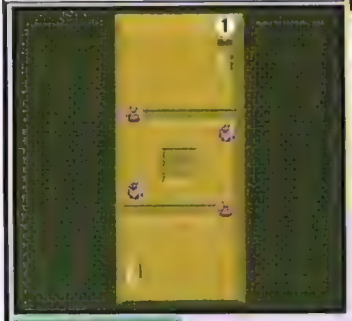
ENEMIES:

WEREWOLF x4

ITEM!

1 Big Bomb	2 Speed Satchel

Forbidden Ruins — Floor 3



ENEMIES:

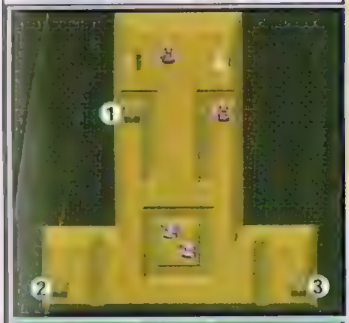
VOODOO MAN x2

WEREWOLF x2

ITEM!

1 Skill Bracelet

Forbidden Ruins — Floor 4



ENEMIES:

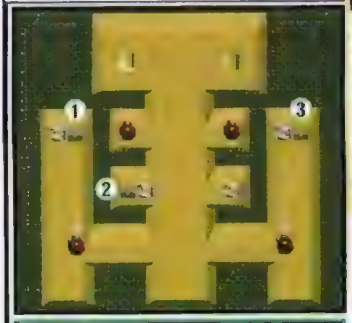
VOODOO MAN x2

DEMI MONK x2

ITEM!

1 Stone	2 Insomnia Card
3 Atrophy Ball	

Forbidden Ruins — Floor 5



ENEMIES:

BLOOD KNIGHT x4

DEMI MONK x4

ITEM!

1 Summon Pot	2 Paralysis Apple
3 Small Bomb	

FORBIDDEN RUINS—BASEMENT FLOORS 1 THRU 5

ou begin your trek into the depths of the ruins on Basement Floor 1. The ruins o much deeper than five floors, but bear in mind that the lower you go, the ougher the enemies will get, so save the curiosity for later.

o reach Treasure Chests in areas which seem unreachable, simply hop over ie walls. Since you need to descend several floors in this dungeon, the battles ill not end once all the enemies have been defeated as they usually do. Rather, ist end one party member's turn on the stairs opposite where you began (the ame goes for going back to the surface level, only in reverse). Because of this, ie entire dungeon is treated as one battle. Keep in mind that although any tatus effects that have afflicted your characters will wear off, you do not get ull Hit and Magic Points when you reach each new floor.

)n Basement Floor 2, Gogen's Explosion ability can come in handy if enemies ottleneck in the hallways.

he Dark Priests on Floors 4 and 5 can cast a "Silent" spell, so be sure your ealers avoid them.

Vith your levels in the high teens, Poco's Battle Drum will help out on Base- nent Floor 5. The item Chongara sent you to fetch for him can be found in the hest at the end of the left-hand passage on Floor 5.

Vith the **Summon Pot** safely in your inventory, it's time to leave the ruins for ow. Before doing that, however, it would be a good idea to bring your char- icters to around level 20 while you're here so that they may fare better in the pcoming battles. You *can* venture lower at this point, but it's definitely at your wn risk. Remember, you have to fight your way out to the first floor again, and he enemies you defeated previously on each level will have respawned.

)nce you emerge, head back to Chongara's Shop to make a trade.

Opening chests in the dungeon is as easy as whacking on them with whatever's handy.

Once you've got the Summon Pot, hightail it out of this hellhole for a while.

STORYCHECK

FLASHBACKS ALWAYS WEAR SEPIA

EVENT CHECK!
Chongara's Shop

Yoshua is actually envious of the fact that Chongara doesn't have to bathe on a regular schedule.

In a tasteful sepia-toned flashback worthy of the best TNT made-for-TV movie, Chongara relates the tale of his meeting with Arc's father when you deliver the **Summon Pot**. This fateful meeting was the reason Chongara put aside his normally selfish manner to help Arc when they met. From now until you meet the Light Guardian, Chongara will aid Arc and his companions. Enjoy his fruity dialogue while it lasts, but don't cry too hard when he leaves...he'll be back. Fat smelly men are never far away in this place...

AZENDA HIGHLAND PERIMETER

ITEM!
Reco's Grass

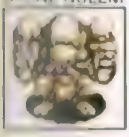
ITEM!
Palo Nut

ITEM!
Magic Leaf

ITEM!
Power Nut

ITEM!
Revival Tonic

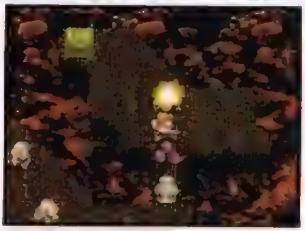
ENEMIES:

STONE GOLEM	x1	STONE JACKAL	x3	GIANT BAT	x7
	BEETY FIST		COLLECTED BRACELET		

AZENDA HIGHLAND CAVE

EVENT CHECK!
Azenda Highland Cave

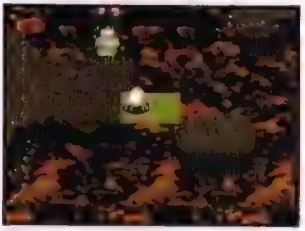
South of Chongara's Shop you'll find the Azenda Highlands. It's here that you'll find the first of the five Guardians you seek. Don't expect to just stroll in and speak to the Guardian though; its chamber is infested with several powerful creatures.



One little-known element of fighting Stone Jackals is the flammable gaseous cloud they emit when scared.

For this battle, take heed of the old saying, "there's strength in numbers", and band everyone together. This way your stronger characters can defend the others, and the ones with healing abilities won't be too far away when they're needed. Stones and other projectile objects are valuable assets for some of your weaker characters in that they won't have to get right next to the enemies to do damage. Be wary of closing in on the Stone Golem... if you do, it may self destruct with its Bomb spell and take a few of you out with it (and cost you the **Deity Fist**).

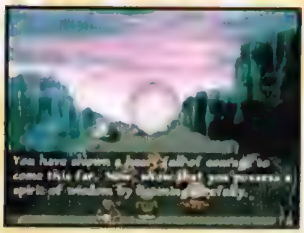
Don't forget that Stones are useful for opening chests you otherwise would never be able to reach. Chongara's Mofly Summoning ability can also call forth a creature whose Abilities include creating bridges to some of the more out-of-the-way chests. If the Mofly needs more Magic Points, allow it to be killed then re-summon it.



"Juuuust like a bridge over bubbly lava..."

STORYCHECK

LET THERE BE LIGHT



The Light Guardian has apparently gotten a boost from the Long-Winded Guardian.

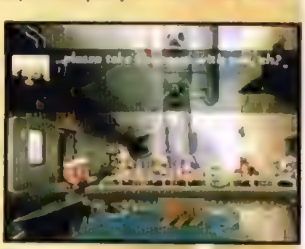
The Light Guardian appears before you after the battle and asks that you free the other four Guardians. To do this you'll need to kill the monsters that hold them in check. As you release each Guardian they will tell you of their plight and surrender their power to you in the form of a stone. The Light Guardian then gives you the **Light Stone** and the **King's Image** to help you should you need them.

EVENT CHECK!
Azenda Highland Perimeter
Chongara's Shop
Alatos Skyport

Having now fulfilled his ten-year-old agreement with Are's father, Chongara takes the King's Image and returns to his shop. Your party, on the other hand, heads straight for the Alatos Skyport.

No sooner do you tell the pilot at Alatos Skyport that you're ready to take the Silver Noah to your next destination than Chongara comes running back... begging you to take him with you.

When everyone is ready to leave, Gogen draws upon the power of the Light Stone to lead you to the next Guardian. The Earth Guardian can be found in East Amaidar, a province of Greyshinne.



Chongara promises to take a bath more regularly to clinch the deal.

SECRETCHECK

GO BACK TO THE FOREST

Now that Arc has received the blessing of the Light Guardian, and Chongara has joined himself to the party, it's time to make your way back to the Forest Spirit in Toyoke Forest.

After she tells you that the Water Guardian has been watching you with great interest, she informs you that your next destination is Greyshinne. Of course, to aid you in your noble quest, she willingly hands over another **Cure-All**.

Now, save her and head to Greyshinne. Of course, you'll be coming back after the events in Greyshinne unfold.

SECRETCHECK

IT'S MINE! NO, IT'S MINE!

If you bring Chongara to the Ancient Monolith in Seirya before going to Greyshinne, a special event will happen. Good news: He finds the "**Great Item**". Bad news: The item gets broken (I guess it really wasn't that great). After finding the item, Chongara tries to hide the item from his new friends, but Tosh forcefully takes the item from him. Of course, Chongara isn't going to let someone else have it. So he takes it back. Now, Kukuru gets involved, and during their fight the item is broken. Great, guys! Now we'll never know what it was a "Great Item."

Before leaving Seirya, Arc can also find a new letter from his father in the mailbox at his house at this time.

SKY MAP—GREYSHINNE

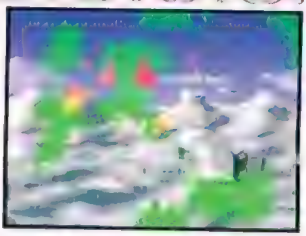
EVENT CHECK!

Avenda Skyport

Sky Map

Greyshinne Skyport

Once you've left Alatos in the airship you'll be presented with the Sky Map. From this map you'll be able to choose any section of the world that's currently available in which to land. To search for the Earth Guardian, select Greyshinne, which is located to the east.



What evil lies in the hearts of men?

STORYCHECK

ROUND 1—FIGHT!

Iga isn't as pompous as he comes off in this first meeting.

EVENT CHECK!

Greyshinne Skyport

Archmonk's Chamber

Proving Grounds

After arriving at the Greyshinne Skyport, Chongara fills you in a little more about the locals... a 2000-year-old martial arts sect.

Cut to Amaidar Temple. Inside the Archmonk's Chamber a discussion is being held that will decide the course of action to be taken against your party. With the help of the advisors, it is agreed that Iga be sent to stop you from reaching the next Guardian. Since the Archmonk thinks you may be trying to steal the secrets hidden within the writings kept atop the mountain, Iga's muscle is aimed towards keeping the honor of the sect intact.

When the gates to the Amaidar Temple open, Iga is there to greet you. The muscle man doesn't believe your claims that the sacred books are not what you're after, so Gogen suggests that Arc challenge Iga in a one-on-one match in the Proving Grounds for the right to continue the journey.

ENEMIES:

IGA x1

Senior Bandanna

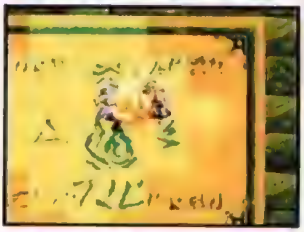
AMAIDAR TEMPLE PROVING GROUNDS

EVENT CHECK!

Proving Grounds

For the battle with Iga, the Fiend Statue, Counter Bracelet, the Armor Stone, and either the Hit Scroll or the Senior Bandanna are all good choices to equip Arc with as far as accessories.

To avoid unnecessary counters, make sure not to attack Iga from the front. If you're low in level, tossing Stones or Bombs from a distance may cause Iga more harm than your physical attacks. Keep a close eye on your Hit Points and don't be afraid to use your Total Healing ability or Herbs/Energy Fruits from your inventory.



Iga is showing Arc the secret monk skill of igniting gaseous emissions.

STORYCHECK

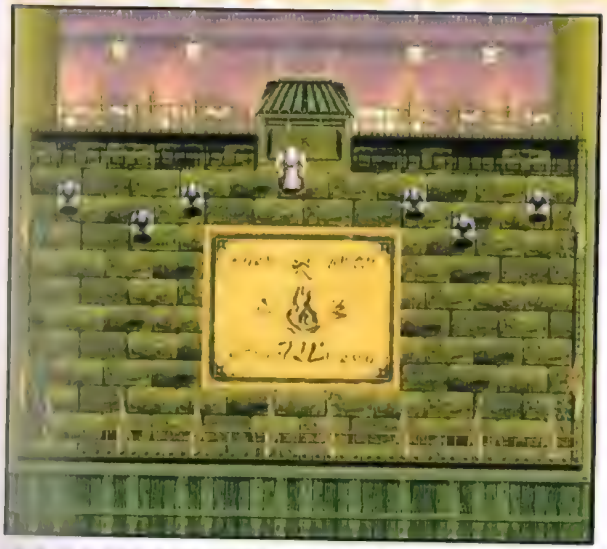
OBJECTS IN THE MIRROR MAY BE...

Apparently the Archmonk has laid his hands on the new soul-searching contacts from Lenscrafters.

After his defeat, Iga brings you before the Archmonk, where all it takes is a glance in the mirror to reveal the truth... his leader is a monster! A short chase later, you find yourself in the Proving Grounds once again, but this time it's not just Arc who's doing the fighting.

EVENT CHECK!
Archmonk's Chamber

"I'm lookin' at the Monk in the mirror, I'm askin' him to change his shape..."



ENEMIES:

AMAIDAR MONK x1

PLAYER LEADS SINGLE BATTLE

NOVICE MONK x6

AMAIDAR TEMPLE PROVING GROUNDS

EVENT CHECK!
Proving Grounds

It seems as though Iga was paying attention when you were speaking, because he joins forces with you to combat his former master.

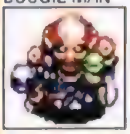
Breaking your party into two groups works well against the Novice Monks. Place Tosh, Arc, and Poco on one team and Chongara, Kukuru, Iga, and Gogen on the other. Splitting the characters this way allows both teams to have a healing character (Poco/Kukuru) as well as a heavy hitter or two (Tosh, Arc and Iga). After defeating the Novice Monks, have everyone converge on the Archmonk's true form... the Amaidar Monk. At this point you might want Kukuru or Poco on full healing duty to avoid any unnecessary deaths.

Once the Monks have been defeated, Iga decides to travel with you up Mt. Amaidar to see the Earth Guardian. You're then off to the World Map.

Gogen's been deprived for so long, he calls ANYTHING entertaining. Yes, even that.

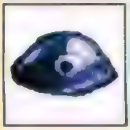
ENEMIES:

BOOGIE MAN x4



ADDICTIVE MIX

WATER SLIME x7



SPLIT

WILD HEMO-JI x5

HEMO-JI SCATTER

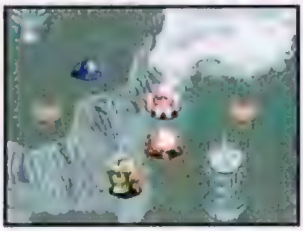
MT. AMAIDAR

EVENT CHECK!

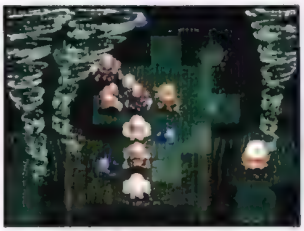
Mt. Amaidar

Once you've chosen Mt. Amaidar from the World Map, it's time to fight your way up the mountain (you didn't think there'd be a comfy tram waiting, did you?).

For this encounter, use Poco's Battle Drum as soon as possible so that you get maximum coverage while everyone is still grouped together. Take out the group of Wild Hemo-jis to the right first. This will give the enemies on the upper section of the battlefield a chance to start coming down the main path in small groups. While dealing with Wild Hemo-jis, be careful of their Hemo-ji ability, as it turns affected characters into half-Hemo-ji, half-human creatures (the effect wears off after a few turns). Though you will still be able to control these characters, they will have almost no Abilities and do less damage than normal. Once the Wild Hemo-jis to the right are finished, bring your stronger party members towards the advancing groups of enemies. Even if Poco is not one of your better fighters, bring him along as well--his Lion Drum ability can deliver serious damage to a line of foes. Like the Acid Slimes, the Water Slimes have the ability to split, creating a clone of themselves but with half the Hit Points. Gogen's Thunderstorm ability dishes out quite the punishment to these meddlesome blobs. If any enemies hide along the right-hand edge of the upper section, you'll need to make your way to them by taking a long walk around the altar.



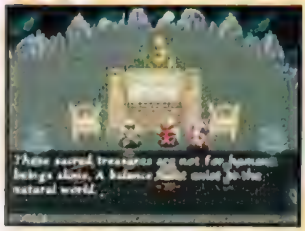
Actually, this is the beginning of a very bizarre love triangle. Gogen still won't talk about it.



You are the wind beneath those...uh, things.

STORYCHECK

THE EARTH STONE



Dooon't eat poootatoes...caaarrots are much better for yooou.

Seeing his seet's altar desecrated and the sacred books stolen shocks Iga. The Earth Guardian then shows itself and tells Iga that the books were mere reminders of what was lost long ago. Being pure of desire is the price you pay to receive the **Earth Stone** from the Guardian.

EVENT CHECK!
Mt. Amaidar

STORYCHECK

SNATCH THE PEBBLE FROM MY HAND...

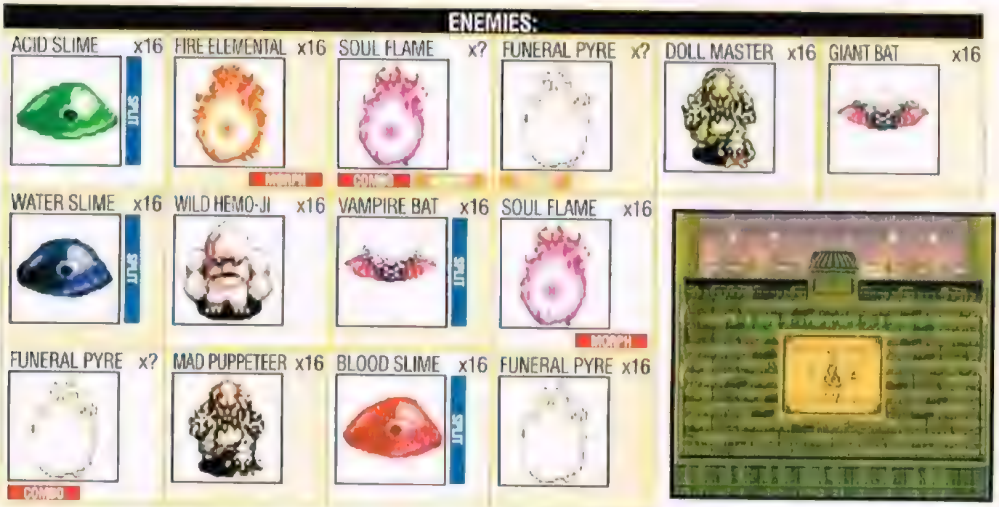
EVENT CHECK!
Amaidar Temple

Seeing the error of his ways, as well as your noble intent, Iga asks if he might travel with you. He feels that the journey may strengthen his mind so that it matches his physique. Iga is welcomed with open arms. When the wrongs have been righted, Iga vows to return to the Amaidar Temple.

Iga's pretty bummed here. Nothing funny about that.

AMAIDAR TEMPLE PROVING GROUNDS

If you return to the Amaidar Temple at any time from now on, it can be used as a training ground, with matches getting harder after each victory. Acid Slimes, Fire Elementals (may morph into Soul Flame and Funeral Pyre), Doll Masters, Giant Bats, Water Slimes, Wild Hemo-jis, Vampire Bats, Soul Flames (may morph into Funeral Pyre), Mad Puppeteers, Blood Slimes and Funeral Pyres will test your strength and stamina. Should you beat every wave of foe thrown at your party, the monks of the Amaidar Temple will reward you with a **Monster's Fang**. In addition to the fang, after defeating the group of Wild Hemo-jis, Chongara will see a pure Hemo-ji, the result of which is that he learns the **Hemo-ji Guardian Force** ability. Once you've gone through all eleven challenges the Amaidar Temple has to offer, the monks will turn you away should you return.



FINAL JEOPARDY

If battling isn't what you wish to do, you can also try your hand at some trivia. The monks of the temple have two sets of trivia questions for you to try your hand at... which set you get depends on your whereabouts in the game when you return to the Amaidar Temple. Answering all of the monk's first set of questions correctly will win you the rare **Monolith Crest**.

QUESTION	ANSWER
How many characters are there in your party?	**7**
Who joined the quest right after Poco?	**Kukuru**
What is Tosh's strongest special ability?	**Ouka Raibaku Zen**
What is the Minister's name in Palencia Castle?	**Andel**
What is the Guardian you met in Millmana?	**None**
Name of the royal airship given to you by the King of Seirya?	**Silver Noah**
Which instrument DOESN'T Poco play?	**Autoharp**
What is the name of Arc's special ability that draws on cosmic powers from outer space?	**Gale Flash**
Where is it said that you will meet friends who will share your destiny?	**Gate to Palencia Castle**

FINAL JEOPARDY—ROUND TWO

This second set of questions, featuring far more questions than the first, gives you the **Rune Ring** upon its successful completion. This round will only show up later in the game.

QUESTION	ANSWER
Who is wanted by the castle guard for unspecified crimes against the King?	Tosh
General Yagun has a pet. What is it?	Monkey
What is Arc's full name?	Arc Ricolne
What was the name of the monster that held Gogen?	Illusion Lord
Where is Hemo-ji's native habitat?	Amaidar Mountain
What is the name of Arc's father?	Yoshua
What is Arc's mother's name?	Polta
What is the name of Kukuru's Clan?	Sacred White Clan
What is Poco's choice in comfortable adventure-wear?	Spandex
Who is the flight attendant on the Silver Noah and a friend of Bach?	Chopin
In what country did you discover spies?	Millmana
Which symbol do you find on the save data screen?	Title Logo
What is the name of the Guardian Force at Chongara's Shop?	Odon
The sequel to Arc The Lad...	Is packed-in!
How many people are there on the staff that made Arc The Lad?	Too Many
In the military office in the capital city, a dungeon with 50 basements...	Is being built
What lies at the very bottom of the Forbidden Ruins?	It's a secret
How many people can you see when the door of the temple is open?	21
Which item did Chongara find at the Ancient Monolith?	Great Item
Choko is...	Spawned from Darkness

The final question has three possible answers: ***Hot***, ***Spawned from Darkness***, and ***Messed up***. Each of these answers will give you a different response; however, ***Spawned from Darkness*** is the best response.

WHEN SPECIAL ITEMS ARE REWARDED	ITEM RECEIVED
Learned after defeating the horde of Wild Hemo-ji.	Hemo-ji Guardian Force
Given as a reward for completing all eleven enemy waves.	Monster's Fang
Answer all questions in the 1st trivia set correctly.	Monolith Crest
Answer all questions in the 2nd trivia set correctly.	Rune Ring

STORYCHECK

A FEW STOPS ALONG THE WAY

Iga's beginning to wonder when that pledge to bathe more often will kick in for Chongara.

With your party now complete, head to the Greyshinne Skyport. Once again Gogen uses the power of the stones to reveal your next destination. The Wind Guardian can be found in West Niedel, which is also home to the famous Wind Orb Tournament.

EVENT CHECK!

Greyshinne Skyport

Seirya Skyport

Palencia Castle

Touvil

Before flying to Niedel, return to Seirya and tell the King of your progress. While in your homeland, return to the Ancient Monolith to stock up on **Stones** if you're running low. A new letter awaits you in the mailbox at the ruins of your house. In it, your father warns that you be weary of Roetoll, the promoter of the Niedel Tournament. The letter closes with a gift... Another piece of the legendary **Romancing Stone** (appears in your Accessories list as **Romancing Stone 2**).

DEJA VU?

EVENT CHECK!

Seirya Skyport

Alatos Skyport

Chongara's Shop

Once your business is finished in Seirya, take the Silver Noah to Alatos and stop by Chongara's Shop. No, your eyes don't deceive you... it's not two Chongaras, nor two Kukurus, but rather **Odon**—another of the Guardian Forces. From this point on, its shape-shifting abilities are at your disposal.

A stirring scene from Stepford III - the Husbands.

SECRETCHECK

ANYTHING NEW?

"They're growing up fast over at the Temple. It's quite startling." —Iga

Now that Iga has joined the party, and the blessing of the Earth Guardian has been bestowed on Arc, it's time to make another journey back to our favorite nekkid nymph in the forest.

After telling you that you're nothing without her, she reminds you to remember the wisdom of the Earth Guardian and hands over another **Cure-All**. Now, if you've done all of these Secretchecks, she'll also give you the **Throw Scroll**!

Once she's done talking, leave her and head to Niedel. The next time you return will be once the Wind Guardian has given you his blessing.

OOPS!CHECK

THROW SCROLL

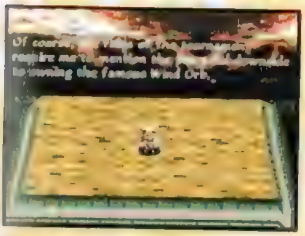
During the translation process we found that the Throw Scroll wasn't actually in the game. After checking it out, we discovered that originally the Throw Scroll was to be given to you after defeating the Boogie Man at Mt. Amaidar. However, this was changed so that they give you the Antidote Ring. The Throw Scroll was never put back into the game.

We decided to add back in the Throw Scroll so that it would be of some use during the game, and not just stuck somewhere in the code. So make sure that you visit the Forest Spirit at the right times so that this previously lost item can now be found.

And thus began the global scourge of social diseases.

STORYCHECK

A KNIGHT'S TALE



Being an authority on the tournament did not come easily. When he studied the rules, they were read so carefully, the event came to be known as the "Roctoll Examination."

With the side trips out of the way, make your way to Niedel where the opening ceremonies for the tournament are about to begin. The Tournament Arena can be found just east of the Skyport.

EVENT CHECK!

Niedel Skyport

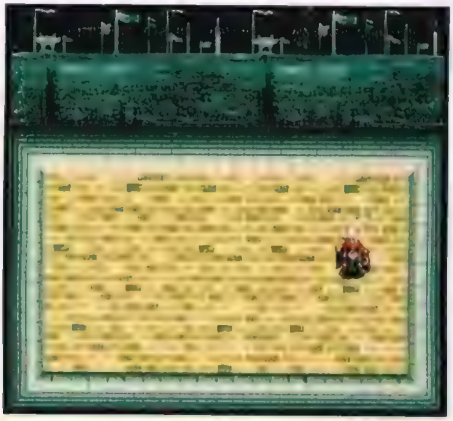
Tournament Arena

Arena Courtyard

Inside the Arena Courtyard, talk to the Official standing between the horse-creature statues to sign yourself up for the tournament. After you have chosen which party member will compete (a character with good attack and healing abilities would be a wise choice), Rock Roctoll takes the stage and delivers the opening speech. The reward for winning the contest is the Wind Orb, and though it is regarded as quite the fabulous prize, it also carries with it a terrible curse... those who possess it may die a sudden and unnatural death!

With the speech over, you're ushered back out into the Courtyard. Once again speak to the Official between the statues, telling him you're ready to have your first bout. If you talk to the Official with a party member other than the one you've chosen to compete in the tournament he will inform you that if you change characters mid-tournament you'll have to start over. The character you use to agree to the question of whether you're ready to begin your first match is the one who will be entered in the Tournament.

Check out the gong to receive an **Herb**.



ENEMIES:

BLOOD KNIGHT	x1	BOOGIE MAN	x1	BLACK KNIGHT	x1	MAD MONK	x1	ASSASSIN	x1

TOURNAMENT ARENA

EVENT CHECK!
Tournament Arena
Arena Courtyard

During the Tournament you'll face five opponents. After each victory you'll be sent back to the Courtyard where you'll need to seek out the Official near the statues in order to continue on. Similar to your match against Iga at the Amaidar Temple, good accessory choices would include the Fiend Statue, Counter Bracelet, the Armor Stone, the Short Sword, as well as the Hit Scroll or the Senior Bandanna.

The first two opponents are rather weak, so you shouldn't need to worry about healing until you make it into the semi-finals against the Black Knight. After that, in the finals match, you will face a Mad Monk who has the ability to cast Divine Retribution — an ability that is the same as Kukuru's Divine Judgment. After besting the Mad Monk your final opponent will be last year's winner... an Assassin. Remembering to attack from the sides or rear will go a long way towards your surviving this battle. As with the Ninjas, in an attempt to take you out with him, this foe detonates bombs upon your knocking him down to a low Hit Point level. As such, you may want to heal yourself before delivering the final blow.

With your win against the Assassin, Rock Roctoll crowns you champion of the Arena. Along with the title you receive the coveted **Wind Orb**.

If Poco wins the tournament, then he will receive the **Toy Ring.**

No, but you definitely need a good speech therapist.

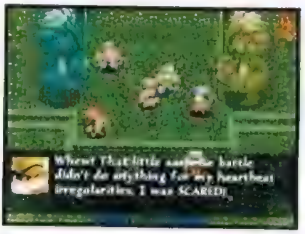
Rock Roctoll is even scarier up close. That acid-washed skin. The upturned button nose...it's all so unsettling.

ARENA COURTYARD

EVENT CHECK!
Arena Courtyard

After the tournament, your friends greet you in the Courtyard for a session of back-patting. The good times are cut short, however, when Rock Roctoll shows up and tries to take the Wind Orb back from you forcibly.

For this battle, Roctoll reverts to his true form, that of a large Blood Fiend. With your characters' levels in the mid-to-high 20s, you shouldn't have much to fear from the magic attacks of the Boogie Men. Your higher Abilities such as Kukuru's Divine Judgment or Poco's Lion Drum will make short work of Rock Roctoll, Blood Fiend form and all.



Poco didn't want to admit it, but he needs a change of underwear now, too.

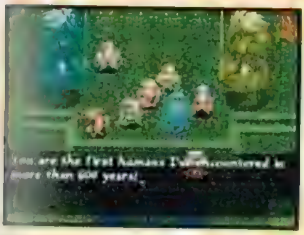
ENEMIES:

BLOOD FIEND x1

BOOGIE MAN x6

STORY CHECK

WHO'S WALKING DOWN THE STREETS OF THE CITY...



Hey...you're kinda...cute.

EVENT CHECK!
Arena Courtyard

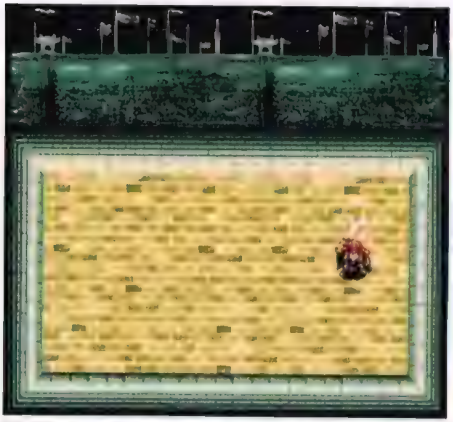
Once you're in the clear, Gogen asks to see the Wind Orb in the hopes of finding a connection between it and the Wind Guardian. While inspecting the Orb, it slips from his fingers, shattering on the ground. Though it seems bleak, all is not lost...for trapped within the Wind Orb is none other than the Wind Guardian. For showing him that there's still hope for humanity (releasing him from a six-hundred-year prison term couldn't have hurt either) the Wind Guardian gives you the **Wind Stone** and the mysterious **Tragedy Glasses**.

NIEDEL TOURNAMENT ARENA COURTYARD—NIEDEL ARENA

EVENT CHECK!
Arena Courtyard

If you return to the Tournament Arena Courtyard at any time after this, you can take part in regular competitions. Most prizes during these matches are given out on a choice basis after a set amount of wins (losses do not set your wins back, but boy does the interface wear thin on you if you try for some of the higher prizes). As with the Wind Orb Tournament, after each win you'll need to see the Official in order to return to the competition (though who's competing is decided by selecting the chosen character's name from a list). Your foes are determined by the level of the character you choose to enter the tournaments.

You can talk to this guy from the rear, too. Bonus maximus!



ENEMIES:

VOODOO MAN x1

CHARACTER LEVEL: ??-19

BLOOD KNIGHT x1

CHARACTER LEVEL: 20-27

BLACK KNIGHT x1

CHARACTER LEVEL: 28-31

ASSASSIN x1

CHARACTER LEVEL: 32-35

ARCH KNIGHT x1

CHARACTER LEVEL: 36-39

NINJA LORD x1

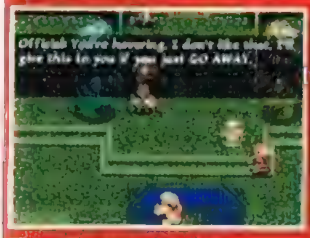
CHARACTER LEVEL: 40-60

WINS	ITEMS TO CHOOSE FROM
10	Full Power Fruit—Big Bomb—Atrophy Ball—Revive Medicine
20	Power Nut—Palo Nut—Life Nut—Magic Sprig
40	Ice Charm—Fire Charm—Magical Card—Whirlwind Bandanna
80	Insomnia Card—Anti Hemo-ji—Mirror—Sunglasses
120	Diel's Fang
160	Power Wrist—Hyper Boots—Healing Charm—Shell
200	Phantom Gauntlet
1000	Full Power Fruit
1000	Big Bomb
1000	Atrophy Ball
1000	Revive Medicine
1000	Power Nut
1000	Palo Nut
1000	Life Nut
1000	Magic Sprig

WINS	ITEMS TO CHOOSE FROM
1000	Ice Charm
1000	Fire Charm
1000	Magical Card
1000	Whirlwind Bandanna
1000	Insomnia Card
1000	Anti Hemo-ji
1000	Mirror
1000	Sunglasses
1000	Power Wrist
1000	Hyper Boots
1000	Healing Charm
1000	Shell
1000	Phantom Gauntlet
1000	Violet Necklace
1000	Unicorn Horn

SECRETCHECK

OFFICIAL IRRITATION

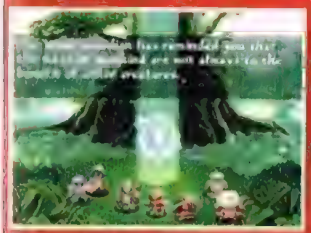


That official is irritated in a manner that's like your parents when you were younger.

After winning the Wind Orb Tournament, if you go back to the Arena Courtyard and repeatedly bother the official here (now BEHIND), you can score a nice little prize. Each time you talk to him, he'll blow you off with a snitty little zinger. But, the TENTH time you bother him, he'll try to make a deal with you to get you off his back...er, backside. If you'll just GO AWAY, he'll give you a **Book of Cravis**. See? All that time you spent pestering your parents with "Are we there yet" and the like was training for a place just like THIS!

SECRETCHECK

GUESS WHO?



Mankind = Bad
Deforestation = Good
Naked Women and/or Beer = Good

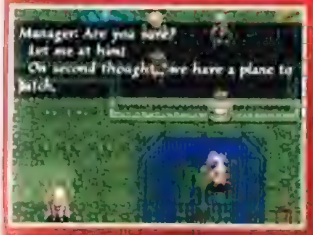
Now that the Wind Guardian has been freed from imprisonment, it's time to go and visit our tempting lady in the forest. That will be your 17th time seeing her, and still she lectures you on the importance of taking care of the environment. Okay, we get the picture: mankind is ruining the world, and fur is bad! "All fur?" To which she...oh, we just won't go there.

Since you put up with her speech, she once again rewards you with—go ahead, you can guess it—a **Carp-All**.

Now, it's time to say goodbye once more and head to the land of Zarrnan to visit the Water Guardian.

SECRETCHECK

THE BLACK TOURNAMENT



Not only is there a secret tournament option here, there's a secret OOPS! check, too!

If you didn't get enough of the Arena up, somehow (for like ever) to open the alternate *Black Tournament*. To get this option to open up, you need to:

1) Have the Cheer Trumpet (see page 70)
2) Have defeated Chonko (see page 95)
3) Have a save at the end of the game, after fighting the evil doppelgangers (see page 80)

Once you've finished the game, go to the title screen and select the save with the finish flag set (the one you chose when *Arc I* asked if you wanted to save before the closing credits). When you return to the Niedel Arena, a new option will be available: ***Take part in the black tournament***. By selecting this option, you'll be allowed to fight in the Black Tournament. If Chongara enters the tournament, he can then use his Search ability to add these doppelgangers to the Monster book. Completists should find this a lot easier than trying to Search them during the final battle.

There's also an OOPS check within this room. The confirmation menu has the cursor pre-assigned, and doesn't seem to let you select the NO option. Actually, it IS selecting right internally. The top position is yes, and the bottom position is choice two. This is why the result of the second choice will loop back to the beginning and an invalid parameter being passed to the function internally. Since it is one of the newer OOPS, it apparently was only checked early in testing and not re-checked when the second option text was changed. Oops!

STORYCHECK IT'S NOT NICE TO FOOL WITH MOTHER NATURE

Gogen can't help but chuckle because he knows that time isn't the only thing short that Tosh knows about.

With the Wind Stone safely tucked away in your inventory, it's time to hunt down the two remaining stones. Head over to the Niedel Skyport, where as per usual Gogen steps forward to use the stones to guide you. Zariban is the next stop on your trip. Who'd have thought the Water Stone would be found in the desert?

EVENT CHECK!

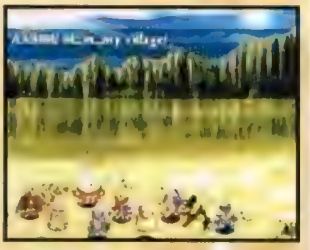
Niedel Skyport

Zariban Skyport

Saryu Village

Using the Silver Noah, make a quick jaunt south from Niedel and you'll find Zariban (should you first decide to take a trip to Seirya to inform the King of the acquisition of the third stone, it will be revealed that he has once again fallen ill).

You're met on the Zariban Skyport docking platform by an emissary of the Saryu tribe—sent by none other than Arc's father. Follow him to the village of Saryu, located to the southwest of the Skyport and listen to what he has to tell you. Legends say the people of Saryu are descendants of those from the Azenda Highlands who made this desert their home back when it was fertile and water was plentiful. This was nearly 1000 years ago. It all changed when a merchant from Romalia discovered energy stones in this land. One thing led to another, and before you knew it the mining plant built to harvest the energy stones had stripped the land bare. Some say it is a wound that nature itself may never recover from. As the emissary finishes his sad tale, a large beam strikes Saryu Village in the distance. It's a good thing you didn't arrive sooner, or you may have been destroyed with it.



After witnessing this entire village being wiped out by a massive explosion, no one's interested in comedy here.

As you rush into the decimated village, the emissary begins a frantic search for the village Elder. In your party's attempt to find survivors, you stumble across some of those responsible for the attack on Saryu Village!

VOICES III

RYOJI AKAGAWA EXECUTIVE PRODUCER OF ARC COLLECTION

What were some of the things you wanted to incorporate into this series?

I have studied a lot of pre-existing RPG games and after I studied these existing RPGs, we still wanted something different from the RPG format for which we had a lot of ideas. Of course, right now it is considered normal to do so, but at that time we wanted to include CG movie segments and for the first time, use voice effects when the characters were involved in fight scenes. This was also the first attempt to link the saved data from game 1 to game 2. I believe we had such a deep treasure of ideas.

How did you go about creating the characters?

There is a character called Tosh that we had certain grand ambitions for...I believe that popular supporting characters in RPG have certain specific features and types that become popular. I don't know what the proper phrase in English would be, but the character with certain problems—the dirty hero but in the end, he gravitates to the side of justice. This is the type of character that I very much wanted to create. I had certain ambitions about this character and I felt that there was a possibility that this character could become more popular than Arc. Just as I thought, there are a good number of people who are fans of Tosh.

ENEMIES:

MANEATER x5

BLOOD SKELETON x6

INSANE MINOTAUR x1

SARYU VILLAGE

EVENT CHECK!
Saryu Village

A group of enemies looking for the keys to the Water Shrine finds your threat to make them pay for what they've done highly amusing. It's now time to teach them that you mean what you say!

Since Arc starts the battle a bit removed from the main group, you may want to have him retreat on his first turn so he doesn't get overwhelmed. The Insane Minotaur can toss items which result in the target's attack strength being lessened. Like the Skeletons, the Blood Skeletons' bones must be destroyed for them to be completely defeated. Also, similar to the Blood Weed, the Maneater has the ability to launch a Pollen Blast as well as create more of its species by shedding seeds. For the Insane Minotaur and Blood Skeletons, your stronger Abilities such as Iga's Shippu Gekishu, Gogen's Thunderstorm or Poco's Lion Drum will do decent damage. Lesser Abilities like Arc's Gale Flash, Gogen's Explosion, Tosh's Shinku Zen or just plain physical attacks will do in the Maneaters.

STORYCHECK

Once the battle has ended, the Elder is found alive. He tells Arc of the Guardian's plight and begs that you save the world before it is forever lost. He then hands you the **Elder's Charm**. With his dying breath, he curses Kasadoll, the one who is ultimately responsible for the destruction of Saryu Village, and his attempts at overtaking the Water Shrine.

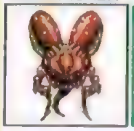
Amidst self-doubt on the part of its leader, your party rushes to the Water Shrine to stop General Kasadoll.

DUST TO DUST

Yes, Arc, you're a curse, a hex, a black cat in human form. Deal with it and move on. Sheesh!

ENEMIES:

BRAINPICKER x1



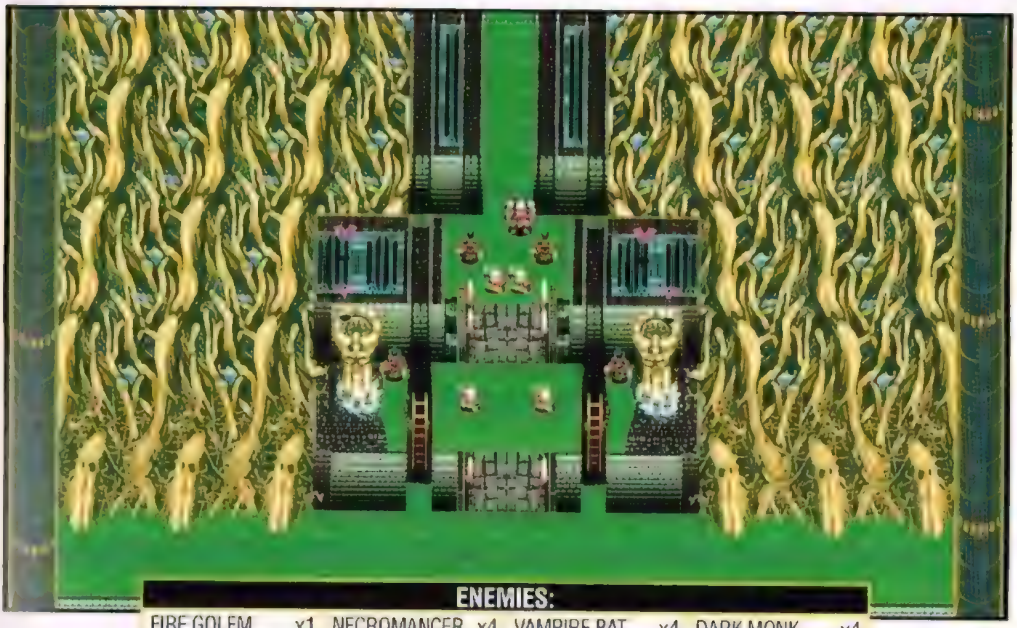
FLESHRIPPER x6

WATER SHRINE—EXTERIOR

EVENT CHECK!
Water Shrine—Exterior

Enter the Water Shrine from the World Map (now the only location other than the Zaribian Skyport on this section of the map). Here you'll come face-to-face with General Kasadoll of Zaribian. With a few words on how you've been nothing more than a thorn in his side, Kasadoll leaves the field. His men then mutate and become but another rung for you to climb on the ladder to the world's salvation.

Gogen's Thunderstorm or Wind Slash and Tosh's Ouka-Raibaku-Zen do well against the Brainpicker. The same spell of Tosh's, as well as Iga's Shippu Gekishu, Arc's Gale Flash and Poco's Lion Drum go a long way towards your getting rid of the extremely bothersome Fleshrippers. As for worrying about retaliatory strikes from the Brainpicker, it may look menacing because of its size, but in this case looks are deceiving. About the best thing it has going for it is that it can summon more Fleshrippers to the battlefield. After this battle, Poco will discover the **Atrophy Horn**.



ENEMIES:

FIRE GOLEM x1 — HAWK STATUE

NECROMANCER x4

VAMPIRE BAT x4

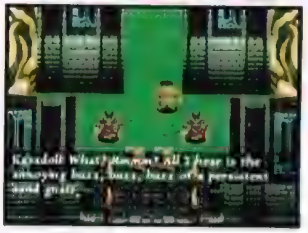
DARK MONK x4

WATER SHRINE—INTERIOR

EVENT CHECK!

Water Shrine—Interior

After fighting your way through Kasadoll's flying minions, Arc calls for Kasadoll to face him man-to-man. When Arc asks why Saryu Village was destroyed, he's told that it was because they possessed the Water Shrine Key. Not one to play by the rules, Kasadoll himself and his next wave of recruits then transform into their true forms and come for you.



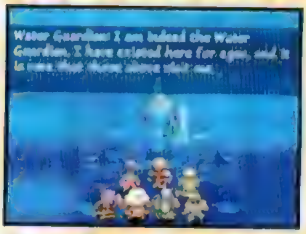
Looks like a case of the nad calling the hero gnat.

While the Necromancers can cast Thunderstorm, if your levels are in the mid- to high twenties you shouldn't have much to fear from them. Poco's new Atrophy Horn, an ability which lobs bombs onto the targeted enemies, fares well in this battle. As usual, Gogen's Thunderstorm should be a favorite here. Physical attacks may be the way to go for Arc, Iga and Tosh, and since Kukuru's attack spells don't do much damage against these foes, her role in this battle should be that of healer.

Like the Stone Golem in Alatos, if you whittle the Fire Golem too low in Hit Points without killing it, it will detonate a bomb in order to self-destruct. Should this happen, you will not receive the **Hawk Statue**. To stop this from happening, converge on the Fire Golem with your characters just after it has taken its turn. This should ensure that you do the maximum damage without it getting a chance to cheat you out of a victory.

STORYCHECK

PUFF PUFF PASS



"...which is curious, because I have this awesome hookah..."

EVENT CHECK!
Water Shrine—Interior

Once Kasadoll and his men have been bested, your party enters the Water Shrine. There, puffing away at an industrial-sized bon...er, hookah, is the being you came to see—the Water Guardian. When the Guardian hears that you are on a quest to save the land (and water), it passes down the **Water Stone** to aid you on your journey. As if that weren't enough, **Fu-jin** is then added to the roster of Chongara's Summon Abilities. The Water Guardian then asks that you lessen the presence of evil throughout the land. From this point on, the Water Guardian keeps track of your performance, and rewards you with prizes based on your accomplishments in Zariban. You are then sent out to the World Map.

When you're ready to leave Zariban, make your way to its Skyport.

RID ZARIBAN OF EVIL

ITEMS AWARDED
- Herb
- Big Bomb
- Goddess Amulet
- Full Power Fruit
- Stone
- Confusion Amulet
- Cheer Trumpet (100 kills)

At this point, three new locations open on the Zariban World Map... the Raiden Ruins to the north, the Salyan Desert to the central east, and the Ishima Rocks to the southwest. Enter these areas as many times as you'd like to fight battles in order to raise your characters' levels or fulfill the Water Guardian's request.

These items are given to you based on the number of enemies you kill while in Zariban before returning to the Water Guardian.

Setting up for the home stretch...

SECRETCHECK

DID YOU MISS ME?

Now that the Water Guardian has been found, it's time to take the next flight to Toyone Forest.

The Forest Spirit informs you that healing the world is going to be more difficult than you thought. You also shouldn't forget the dry ground in Zariban and the words of the Earth Guardian. She then hands over to you another **Cure-All**.

It's time to get excited! There's only one more Guardian to find, and the best one's on! Arc's coming home!

SALYAN DESERT

This desert holds little challenge for you this late in the game. Your better abilities, as well as physical attacks from Iga, Tosh, and Arc, should wrap this area up quite quickly.

ENEMIES:

MAD PUPPETEER x3

BLOOD SLIME x4

NECROMANCER x3

RAIDEN RUINS

For this battle, if the creatures stay spread out, have your weaker characters toss Stones to do decent damage without the waste of Magic Points. Once again, Tosh, Arc and Iga should fare well with their weapons. Two attacks to watch out for are the Medusa Lizard's Zone Attack and Stone. The Zone Attack can deliver over 100 points of damage to a character in any of the spaces directly next to it, and Stone does just what you think it does... turns the targeted character to stone.

ENEMIES:

NECROMANCER x3

VAMPIRE BAT x3

MEDUSA LIZARD x4

ISHIMA ROCKS

On this battlefield, send your stronger characters through the opening in the rocks first, with your magic users keeping up the rear. Try to take out the Wicked Monks as fast as possible or their Divide ability will do the same to you. Gogen's Wind Slash and Iga's Ryusei-Baku deal high damage to any Dragonfly unfortunate to be hit with either ability.

ENEMIES:

DRAGONFLY x2

BLOOD SLIME x2

WICKED MONK x2

VOICES IV

RYOJI AKAGAWA – EXECUTIVE PRODUCER OF ARC COLLECTION

Do you think Arc was a trendsetting RPG?

Yes very much so, this game was a trendsetter. When we talked about doing an RPG for PlayStation®, we wanted to reach people who had never played an RPG as well as those that had played many RPGs. We didn't want to make the battle so difficult in the game just to prolong the playing time of the game. So normal people will play at a normal rate and finish in the average amount of time. It was our original concept as creators of this game, to have the player complete the game to the finishing scene once they had begun to play. Arc 1 is a game that people can complete in about 10 hours if they are playing at an average rate. We didn't want people to prolong the playing time due to players wasting time on useless features and end up giving up or abandoning the game in the middle. I think most people who played Arc 1 successfully reached the end of the game and I believe this game created a trend for more user-friendly RPG games.

Why did you choose to have the hero of the series called "Arc"?

A-R-C is a spelling that means character or personality. And there is this boy who has the same name, spelled Arc, who is the main character. That was the original idea. Arc also has a linguistic meaning of an archery type bow and this is also used in a manner such as we are conducting a play on words.

STORYCHECK

RIGHT IN YOUR OWN BACKYARD

EVENT CHECK!

Zariban Skyport

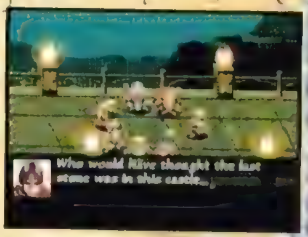
Seirya Skyport

Palencia Castle Warehouse

Basement Bio Lab

On the docking platform of the Zariban Skyport, Gogen once again uses the most recent Power Stone acquired to reveal the hiding place of the next Guardian. In this case, the fifth and final Guardian and stone you seek, that of fire, can be found beneath Palencia Castle in Arc's homeland of Seirya.

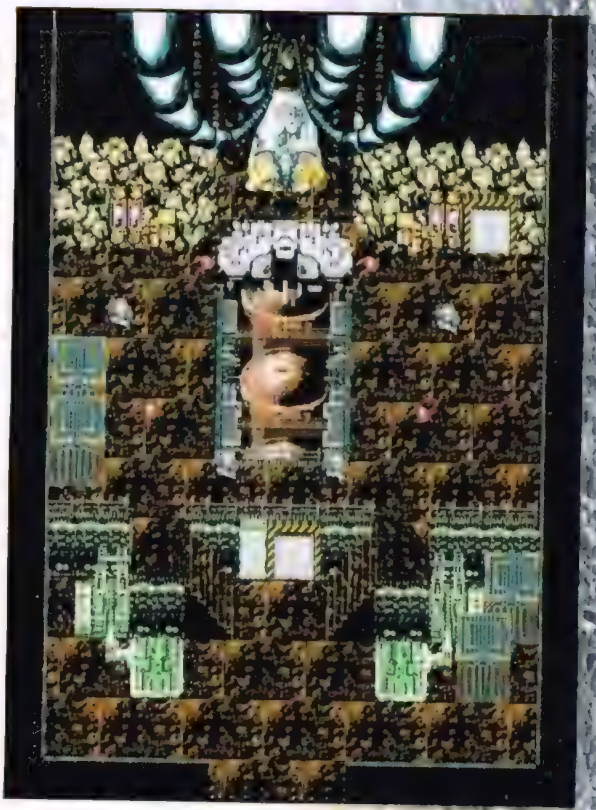
After a quick flight to Seirya, choose Palencia Castle from the World Map, and your party finds themselves sneaking into the warehouse where they first fought alongside Tosh. There they follow a mysterious man, using the Basement Elevator to take them to the Basement Bio Lab. In the lab, you're spotted by a scientist who recognizes you as Arc. In an effort to stop you from freeing the Fire Guardian trapped in a containment tank behind him, the scientist drinks a liquid from a test tube which transforms him into a Wyvern. The battle for the last Power Stone then begins.



A conference is better in the round.

BASEMENT BIO LAB

By now you should be familiar with how to fight the Blood Slimes and Wicked Monks, so that leaves only one new enemy—the Wyvern. With the ability to fly over objects a land-based foe would have to walk around, the Wyvern quickly appears on the battle's frontline. Those without high magic defense should be wary of the Wyvern's Death Wing ability. Strong physical attacks will make short work of this flapping foe.



ENEMIES:

WYVERN x1

MAGIC STATUE

WICKED MONK x4

BLOOD SLIME x4

SLIT

STORYCHECK

THE OLD "SECRET LAB IN THE BASEMENT" PLOT TWIST

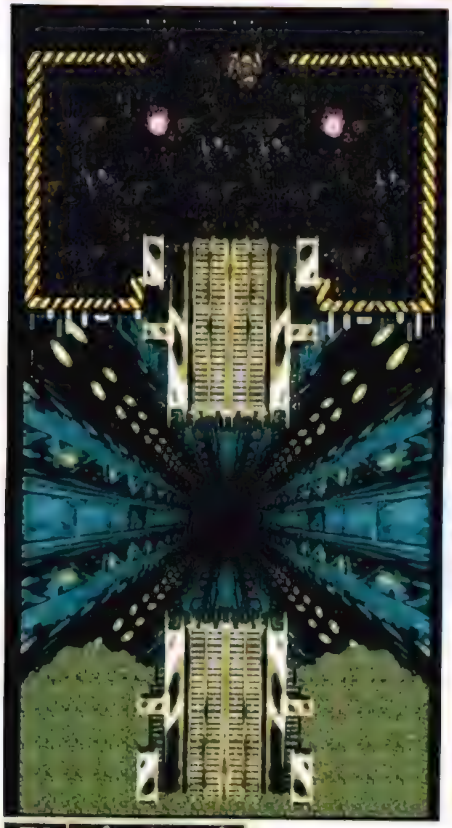
After critiquing Arc's education, the Fire Guardian decides to help.

After besting the scientist, your party converges on the Fire Guardian being held in a containment tank at the top of the Bio Lab. The captive Guardian tells you of how Andel and his scientists are draining his energy in order to speed up the development of Seirya. After a plea from the Fire Guardian, Arc steps forward and breaks the tank open. Though you've given the Guardian his freedom, it is not enough to sway him into handing over his **Fire Stone**... not until Arc gives him a sob story and flashes those sad puppy-dog eyes, that is! Not only do you get the fifth and final Power Stone, but Chongara is given **Rai-jin**, another of the fabled seven Guardian Forces.

EVENT CHECK!
Basement Bio Lab
Basement Elevator

Just when you think everything is going your way, the scientist you fought as the Wyvern crawls forward and triggers the lab's self-destruct mechanism. You now have sixty seconds to evacuate the premises.

Your escape in the elevator is cut short by more of Andel's minions. As Arc and Kukuru attempt to stall the enemy's advance, the rest of your party continues upwards.



BASEMENT ELEVATOR

EVENT CHECK!
Basement Elevator

Since your team for this battle consists of only Arc and Kukuru, it would definitely be wise to re-equip them with your best Accessories. For Arc, a Power Wrist, Counter Bracelet, Phantom Gauntlet and Healing Charm make up his best selections (if you have another of either the Phantom Gauntlet or Power Wrist, or better yet, you have the Violet Necklace, substitute one of them for the Healing Charm). Kukuru's best choices include the Armor Stone, Fiend Statue, Goddess Amulet and Hyper Boots.

Only from Water Guardian

Arc's Gale Flash causes adequate destruction if it's leveled up enough. Kukuru's Divine Judgment ability can hit more than one target if the enemies get close enough together... and since this field is on the smaller side, that happens quite often. Be prepared to heal Kukuru after practically every hit she takes, as those Shadow Skeletons can strike pretty hard if she doesn't block. As usual, after the fight, all bone piles remaining on the battlefield must be destroyed for the battle to end.

ENEMIES:

SHADOW SKELETON x4	SOUL FLAME x2	SOUL STEALER x1

MONOLITH CREST

ENEMIES:

LEFT FATE DRAGON x1

POWER BOOST

RIGHT FATE DRAGON x1

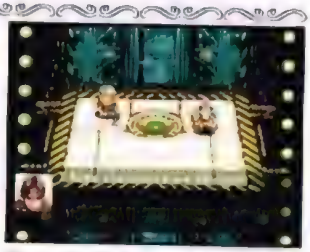
WARRIOR CHARM

BASEMENT ELEVATOR

EVENT CHECK!

Basement Elevator

The elevator continues its journey to the surface, with Arc and Kukuru aboard and happy to be almost free, when their ride makes an unwanted stop.



Elevator talk is always so forced...

The odds aren't nearly as bad as the last fight, as this encounter only pits you against two Fate Dragons.

A few of Arc's physical attacks are more than enough to kill each of the dragons. Keep an eye on Kukuru's Hit Points; she'll be distracting the Fate Dragon Arc's not attacking, but it will do her in fast.

With the Fate Dragons out of the way, it's a short ride out of this hellhole.

STORYCHECK

GOOD-BYE TO THE KING

Dying is a bummer...

EVENT CHECK!

Palencia Castle Warehouse

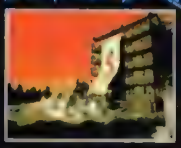
Audience Chamber

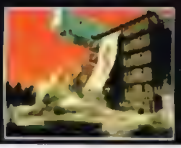
Your party reassembles in the Palencia Castle Warehouse, where they decide to rescue the King before the whole palace crashes to the ground. Ignoring maniacal laughter from Andel, you rush into the Audience Chamber and find the King lying on the ground... babbling about Andel's treachery. He speaks of Andel being a spy from Romalia, and that they are looking for the Ark in the hopes that it will grant them immense power! Before he can apologize for the real reason your father left Seirya, the King dies in your arms. No time for grieving now, Arc—RUN!!!

With seemingly no escape, Chopin the pilot appears and tells you the Silver Noah is docked on the roof. There's your way out!

ANIMECHECK

AND THE WALLS CAME TUMBLIN' DOWN

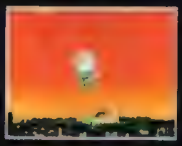


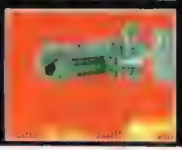


FADE IN ON:
EXT. PALENCIA CASTLE
A small explosion is seen toward the base of the CASTLE. SMOKE and DEBRIS begin to billow out from the base of the CASTLE. Behind the CASTLE, the SILVER NOAH begins to emerge, and flies off-screen to the left.

CUT TO the SILVER NOAH racing toward the screen as PALENCIA CASTLE is reduced to rubble in the background. As the SILVER NOAH flies over the town of PALENCIA, and reaches the CAMERA, PAN to show the belly of the ship as it ascends and accelerates into the orange sky.

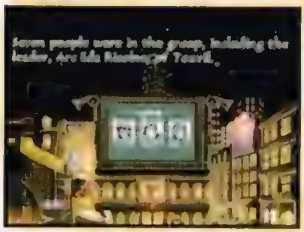
FADE OUT.





STORYCHECK

BRANDED A MURDERER!



It's clear now why no one calls Arc by his last name. "Ricolne?" Yeah, right...

Andel spreads word that Arc and the rest of your party caused the explosion that leveled Palencia Castle after Arc assassinated the King. He even goes so far as to say that you hijacked the Silver Noah in order to escape.

Construction is then begun on Palencia Tower, Andel's new stronghold from which he plans to rule Seirya as a military state under martial law.

SECRETCHECK

SINCE I HAVE NOTHING BETTER TO DO...

You've found the Fire Guardian, and the King (as in your arms, from labeled a murderer by Andel, you are now running for your lives—seems like the perfect time to head back to Tiayoke Forest to visit the Forest Spirit.

The Forest Spirit gives you a nice speech about conservation, and not to take more than your share from nature. She also mentions the fact that cry-baby Aru has shed tears for the Fire Guardian—isn't that special? After the speech, you're handed another Cure-All.

Now it's time to go cure your child Flame Clan for the last time. Whew, isn't this where the game started?

STORYCHECK

DO YOU COME HERE OFTEN?

Working their way back to Seirya turned into quite a job...

When you attempt to land in Seirya, Chongara comes up with a plan to disguise your party as Hemo-jis to sneak them back into the country. Once past the guard on the docking platform, make your way to Touvil from the World Map. At the Village Gate, Arc tells everyone that the next step is to climb Guardian Peak and break the seal on the Ark.

Upon reaching Guardian Peak's Base, Arc and Kukuru go on alone. It's up to them to extinguish the Flame Cion.

EVENT CHECK!

Seirya Skyport

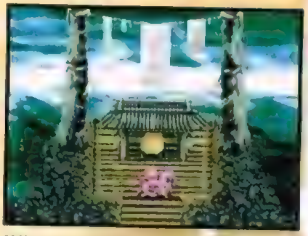
Touvil

Village Gate

Guardian Peak Base

Cion Shrine

With some reflection on the past, and a little abrupt lip-locking to take the edge off the goings-on, Kukuru snuffs out the Flame Cion for the second time. As before, the seal is broken, allowing for the escape of the Ark Ghoul from its prison. After a few words on Arc's destiny, the Ark Ghoul flies off into the night. Ever the impatient bunch, the rest of your party tires of waiting and begins running up the mountain path towards the Cion Shrine.



Where'd THIS come from? Talk about unexpected...

SECRETCHECK

THANKS FOR EVERYTHING!

After fighting your way down the Guardian Peak, it's time to take your last trip to Toyoke Forest.

Once there, it may come as a complete shock to everyone, but the Forest Spirit has nothing more to impart to you. She hands over another **Cure-All**. Now, if you've done all of these Secretchecks, she'll also give you the **Silk Belt**.

Don't worry! We'll see her again...in *Arc II*, but in better resolution.

GUARDIAN PEAK

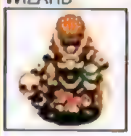
High atop Guardian Peak, Arc and Kukuru are joined by the others... and just in time, too, as it seems the Ark Ghoul wasn't the only creature released when the Flame was put out.

With Accessories like Power Wrists, Phantom Gauntlets and the Deity Fist equipped, Tosh, Arc and Iga may fare better using physical attacks in this battle. Aside from that, Arc's Gale Flash, Iga's Ryusei-Baku, Gogen's Thunderstorm and Poco's Lion Drum are all good Abilities to use against these enemies.

In order to cross some of the gaps to the main section of the battlefield faster, you can have Chongara summon Mofly. Mofly can then create a bridge with its land-making ability. When attacking the Wizards, don't group your characters too close together. That particular foe can cast Diamond Dust, which has the potential to do fifty or more points of damage to your party members with low magic defense.

With the battle behind you, it's time to hot-foot it down the mountain, as the Ark Ghoul is waiting at Sabatico Falls—the home of the Ark!

ENEMIES:

DRAGONFLY	x4	ARCH KNIGHT	x6	WIZARD	x3
					

Tosh recognizes some of his drinking buddies from the old days.

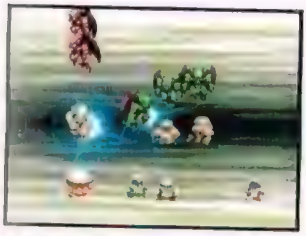
SABATICO FALLS EXTERIOR

Sabatico Falls can be found on the World Map just below Touvil. Once entered you will find not one but FIVE Ark Ghouls and THREE Arch Fiends.

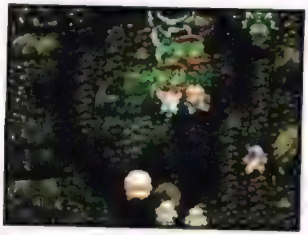
Forget physical attacks and concentrate on using your more powerful Abilities. Arc's Gale Flash, Poco's Lion Drum, and Iga's Ryusei-Baku do decent damage... however, Tosh's Shinkuzen and Gogen's Thunderstorm (is there ever a time where this ability isn't useful?) deal out massive damage to the Ark Ghouls.

Watch out for Dust Ruin from Ark Ghouls; it hits more than one target if they're in close proximity, and can do upwards of sixty-five points of damage on even your stronger characters.

Further on up the rocky path you come to the falls themselves.

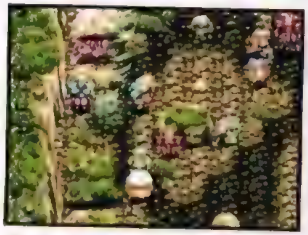


A classic battle of Good vs Evil...

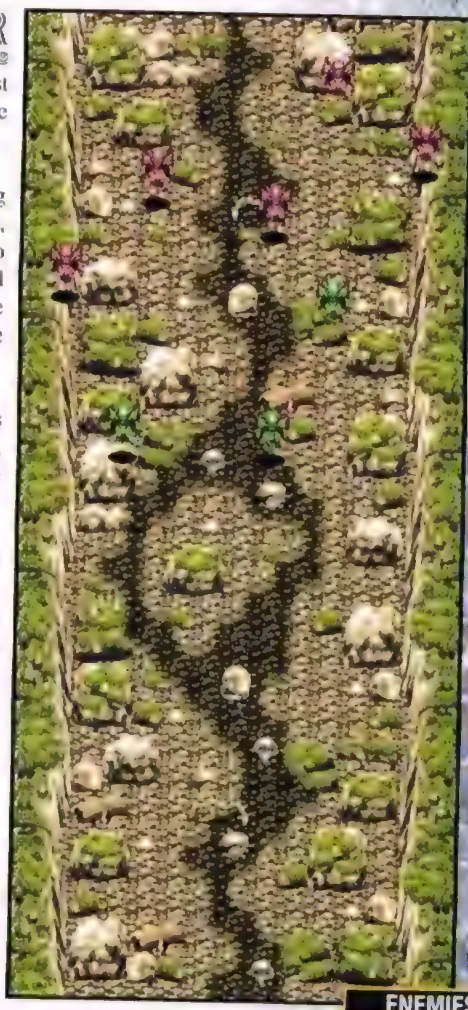


Iga can make short work of foes with a blast like this.

Get Arc to level 60
Kukura, Iga, & Tosh hit 30's



Fu-jin and Rai-jin showing why they ROCK...if you can keep them alive.



ENEMIES:

ARCH FIEND x3

ARK GHOUL x5

STORYCHECK

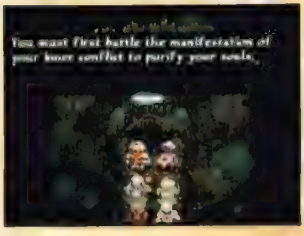
EVENT CHECK!

Sabatico Falls Exterior

Sabatico Falls Interior

The falls, small though they may look, mark the point of no return. Once you pass through them, there's no turning back should things prove too difficult. At this point, you're asked if everyone is ready to proceed. Should you choose ***No, I want to quit!*** at this time, you'll be able to return to the World Map and from there do more level-raising, side quests or item-gathering if you feel you need to before committing to the final sections of the game. However, if you choose ***Of course!***, then Arc will use the five Power Stones to create a doorway leading inside Sabatico Falls.

THE OTHERS



Uh, what does this mean? Anyone got a dictionary?

In the cave beyond the falls, the five Power Stones align atop an altar. This and the purity in your hearts awaken a force within the Ark below. The force puts you to a test to decide whether you're truly worthy of receiving its power. You're now sent to the Illusion World to fight "Dark" versions of your entire party.

ILLUSION WORLD

Your first objective in this battle should be to get rid of Dark Gogen, as his Abilities can wipe out your party fast. Once he's out of the way, Dark Poco, Dark Arc and Dark Kukuru need to be eliminated so they don't use their healing Abilities. Though Dark Tosh and Dark Iga are strong, without the others to rejuvenate them, they'll fall quickly. Dark Chongara should be left until last, since he poses no real threat.

If you're trying to fill in Chongara's Monster Book, your best bet is to unequip your party's Accessories so you don't accidentally kill your foes with counterattacks.

Arc's Slow Foe, Poco's Slow Bass and Speed Ocarina, as well as Gogen's Dream Knock, will prove extremely useful in either of these scenarios.

ENEMIES:

DARK ARC x1

DARK KUKURU x1

DARK POCO x1

DARK GOGEN x1

DARK TOSH x1

DARK IGA x1

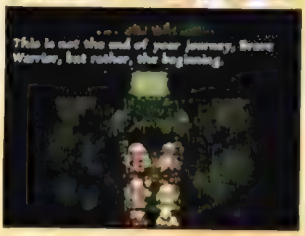
DARK CHONGARA x1

STORYCHECK

HE'S GOT THE WHOLE WORLD IN HIS HANDS...

EVENT CHECK!
Sabatico Falls Interior

With the final test of his worth now over, Arc is deemed the chosen one. The voice from the Ark then gives your group a speech on nobility... during which they are told that they must unlock the power of love in humanity if they want to right the wrongs and return the world to its once-peaceful state. With that said, the Ark opens...



And how. Arc has no idea what's coming up, and it's probably better this way.

From the Ark (the box), Arc (the Lad) receives the **Power of Bravery**. For her role in fulfilling the legend, Kukuru is given **Divine Power**. The voice tells you that monstrous beasts feed on greed, and that you must erase that greed in order to return humanity and nature to a suitable balance. Not everyone will welcome your efforts with open arms, however. There are those, such as The Dark One, who will do everything in their power to stop you.

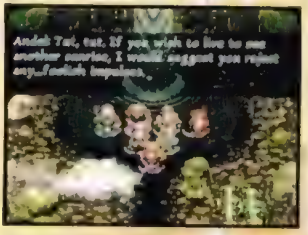
Before leaving the Sabatico Falls cave it is decided that Kukuru will stay in Seirya to contain the force of The Dark One. The five Guardians you freed previously then appear and offer you their wisdom. Finally, when all is said and done, the scene fades and you're then given the option of saving your game. Be sure and DO it.

STORYCHECK

AND YOU THOUGHT IT WAS GOING TO BE EASY

EVENT CHECK!
Sabatico Falls Exterior

As you leave the cave beneath Sabatico Falls, you're greeted by none other than Minister Andel. It would seem you've led him right to the object which he most desires—the Ark! Though you don't wish the Ark to fall into Andel's greedy hands, you realize that the entire army of Seirya would be too much for even your band of misfits to handle.

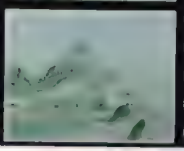


So, uh, farting is out of the question?

When a group of soldiers is sent in to retrieve the Ark, all hell almost breaks loose. To contain the situation from getting out of hand, Andel lets it slip that the villagers of Touvil are being held as a sort of "insurance" in his prison. ARC'S MOTHER INCLUDED!!!

ANIMECHECK

THE RISE OF SABATICO SHRINE

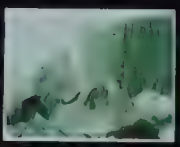


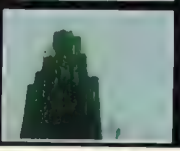
FADE IN ON:
EXT. BARREN LANDSCAPE

A MOUNTAIN is shown in the background. PAN to the LEFT until we are at the back of the MOUNTAIN. A large ROCK FORMATION begins to rise next to the MOUNTAIN's base.

DISSOLVE TO a view of the FORMATION as it continues to force large column-like shafts of ROCK toward the sky. Located on top of this FORMATION will be SABATICO SHRINE.

FADE OUT.





STORYCHECK

A LAD CALLED HERO

EVENT CHECK!
Edge of Touvil

Out of nowhere the ground begins trembling violently beneath your party's feet. As Gogen starts to offer up an explanation of what's happening...the ground splits—dividing the party in two. Arc, Poco, Gogen, Tosh, Chongara and Iga to the east—leaving Kukuru alone on the portion to the west. As it was foretold, Kukuru must remain behind to contain the power of the being called The Dark One.

Gogen's still pretty sharp for his age...

As your main group hurries off to save humanity, Chopin arrives with the Silver Noah. You've escaped Andel's grasp for the time being.

As everyone boards the airship you can't help but wonder... What will become of Kukuru? Will Arc be able to rescue his mother from Andel's prison? Where is Arc's father? Of course, all of those questions fall under...

TO BE CONTINUED...

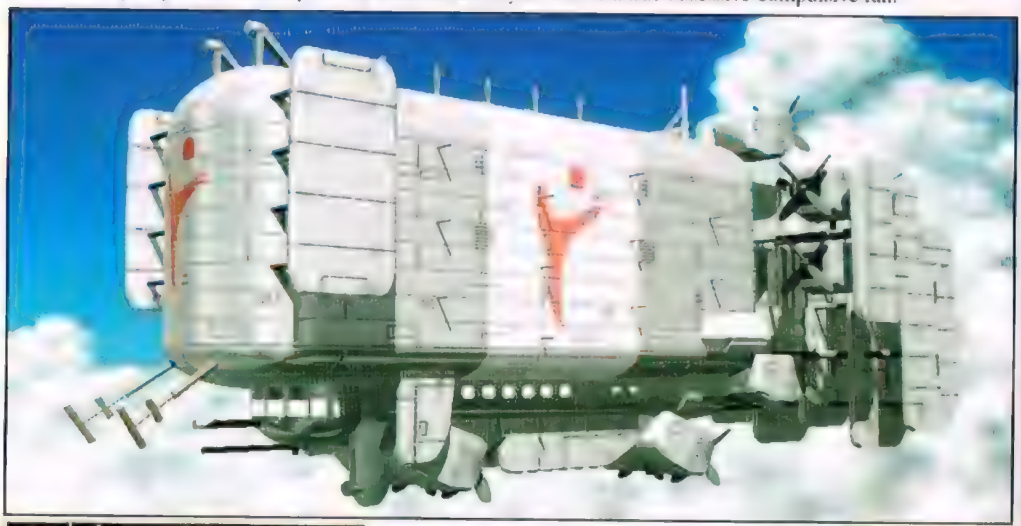
Chongara's Monster Book

Entry	Location
0. Arc	Various
1. Kukuru	Various
2. Tosh	Various
3. Poco	Various
4. Gogen	Various
5. Iga	Various
6. Chongara	Various
7. Skeleton	Nicarus Forest
8. Ghost	Forbidden Ruins, Basement Floor 11
9. Zombie	Colbo Plain
10. Acid Slime	Colbo Plain
11. Ninja	Forbidden Ruins Basement Floor 21
12. Witch Doctor	Nicarus Forest
13. Warlord	Ruvag Woods
14. Evil Bonze	Nicarus Forest
15. Giant Bat	Amaidar Temple Proving Grounds
16. Doll Master	Amaidar Temple Proving Grounds
17. Soul Reaper	Forbidden Ruins, Basement Floor 7
18. Fire Elemental	Colbo Plain
19. Bloodweed	Ruvag Woods
20. Dream Cloud	Forbidden Ruins, Basement Floor 10
21. Stone Jackal	Forbidden Ruins, Basement Floor 25
22. Mighty Fly	Sembara Marsh
23. Werewolf	Forbidden Ruins, Basement Floor 2
24. Blood Skeleton	Saryu Village

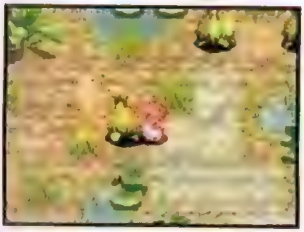
Entry	Location
25. Shadow Skeleton	Forbidden Ruins, Basement Floor 42
26. Wraith	Ruvag Woods
27. Ghoul	Forbidden Ruins, Basement Floor 19
28. Water Slime	Mt. Amaidar
29. Blood Slime	Saiyan Desert
30. Assassin	Niedel Tournament Arena
31. Ninja Lord	Niedel Tournament Arena
32. Voodoo Man	Forbidden Ruins, Basement Floor 3
33. Boogie Man	Mt. Amaidar
34. Necromancer	Water Shrine (Area 2)
35. Wizard	Guardian Peak
36. Demi Monk	Forbidden Ruins, Basement Floor 4
37. Mad Monk	Quina Hill
38. Dark Monk	Water Shrine (Area 2)
39. Wicked Monk	Ishima Rocks
40. Mad Puppeteer	Saiyan Desert
41. Hellhound	Forbidden Ruins, Basement Floor 35
42. Soul Stealer	Forbidden Ruins, Basement Floor 48
43. Vampire Bat	Water Shrine (Area 2)
44. Blood Knight	Forbidden Ruins, Basement Floor 5
45. Black Knight	Niedel Tournament Arena
46. Arch Knight	Guardian Peak
47. Poison Cloud	Forbidden Ruins, Basement Floor 7
48. Medusa Lizard	Raiden Ruins
49. Dragonfly	Ishima Rocks

Entry	Location	Entry	Location
50. Maneater	Saryu Village	66. Fleshripper	Water Shrine (Area 1)
51. Soul Flame	Amaidar Temple Proving Grounds	67. Gutwrencher	Forbidden Ruins, Basement Floor 49
52. Funeral Pyre	Amaidar Temple Proving Grounds	68. Fleshpicker	Forbidden Ruins, Basement Floor 49
53. Wild Hemo-ji	Mt. Amaidar	69. Kelack	Various
54. Blood Fiend	Niedel Tournament Arena Courtyard	70. Mofly	Various
55. Arch Fiend	Forbidden Ruins, Basement Floor 30	71. Fu-jin	Various
56. Stone Golem	Forbidden Ruins, Basement Floor 10	72. Rai-Jin	Various
57. Wyvern	Basement Bio Lab	73. Odon	Various
58. Insane Minotaur	Saryu Village	74. Hemo-ji	Various
59. Ark Ghoul	Sabatico Falls	75. Dark Arc	Sabatico Falls Illusion World
60. Fire Golem	Water Shrine (Area 2)	76. Dark Kukuru	Sabatico Falls Illusion World
61. Fate Dragon	Forbidden Ruins, Basement Floor 48	77. Dark Tosh	Sabatico Falls Illusion World
62. Great Serpent	Oops!Check Page 48	78. Dark Poco	Sabatico Falls Illusion World
63. Novice Monk	Amaidar Temple Proving Grounds	79. Dark Gogen	Sabatico Falls Illusion World
64. Amaidar Monk	Amaidar Temple Proving Grounds	80. Dark Iga	Sabatico Falls Illusion World
65. Brainpicker	Water Shrine (Area 1)	81. Dark Chongara	Sabatico Falls Illusion World

Chongara's Monster Book keeps track of all the enemies (and party members) that Chongara has scanned with his Search ability. If you successfully fill the Monster Book you will be a true obsessive-compulsive fan.



Guardian Forces



This Guardian Force will become your favorite in Arc II, IF you get the secret stuff. We promise.

The Guardian Forces Chongara summons during the battles can gain experience for themselves, and thus raise levels. If Chongara equips the King's Image, however, all experience the Guardian Forces raise instead go to him.

Like your normal characters, Guardian Forces can equip Accessories and use items in battle. To access the Accessory Menu, press the Start Button twice while on the desired Guardian Force's turn in battle. You'll then be able to select which Accessories to equip. Press ⊕ to call up the Items Menu if you wish to use an item instead.

OBTAINING GUARDIAN FORCES

KELACK AND MOFLY

Mofly and Kelack are the Summons that Chongara starts with. Of course, Chongara has the Search ability, but that's not one of the Guardian Forces.

HEMO-JI

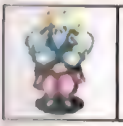
Upon completing the Wild Hemo-ji battle at the Amaidar Temple Proving Grounds, Chongara will see a pure Hemo-ji and from it receive the Hemo-ji Guardian Force.

ODON

Between your getting the Earth and Wind Stones, if you head back to Chongara's Shop in Alatos you can acquire the Guardian Force Odon.

FU-JIN

Upon your meeting the Water Guardian, he gives you the Guardian Force known as Fu-jin. This Guardian Force is used in conjunction with the Guardian Force called Rai-jin.



RAI-JIN

Once you've freed the Fire Guardian from the containment tank in the Basement Bio Lab beneath Palencia Castle, you are bestowed the Guardian Force Rai-jin. Rai-jin is used in conjunction with Fu-jin.

CHOKO

At the very bottom of the Forbidden Ruins you'll find Choko. Best her in battle and she'll join you as a Guardian Force. Her power comes at a price though, as she can only be summoned on certain battlefields.

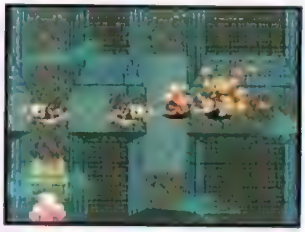
The areas she can fight on are: Seirya (Colbo Plain, Quina Hill and Karagan Plain), Millmana (Nicarus Forest, Ruvag Woods and Sembara Marsh), and Zariban (Raiden Ruins, Salyan Desert and Ishima Rocks).

FORBIDDEN RUINS

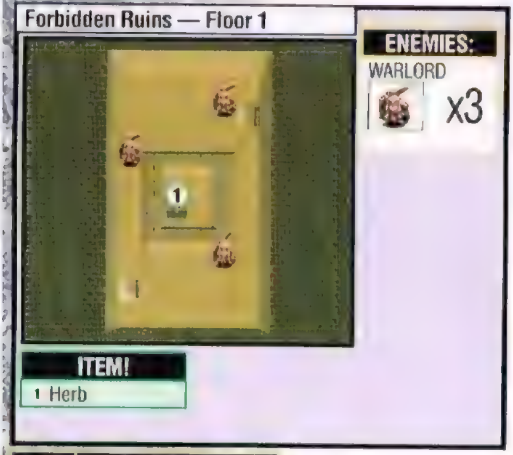
Decisions, decisions.

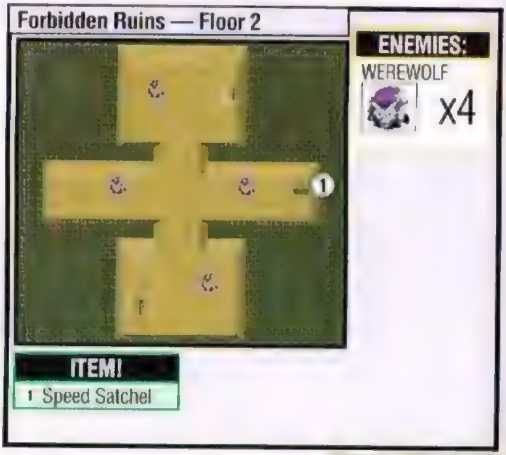
Once you've raised enough levels so that you feel confident you can best any enemy the game throws at you, return to Alatos and venture into the Forbidden Ruins. A good time to take the expedition to the depths of this hellhole would be just before the point of no return at Sabatico Falls. By then, you've undoubtedly done all the level-raising that you're going to do (unless you still have the Amaidar Temple Proving Grounds or the Niedel Arena competitions to complete).

The enemies in this 50-level dungeon come in all shapes, sizes, levels, and strengths. While the harder enemies are found on Basement Floors 45 through 50, it's not all uphill as you travel downward. From time to time, you will get breaks from the action in the form of fairly easy foes that come in waves that last a few levels each. If you ration your items and magic points well, perhaps you may even reach the ultimate goal of the Forbidden Ruins...discovering the well-guarded secret at the bottom.

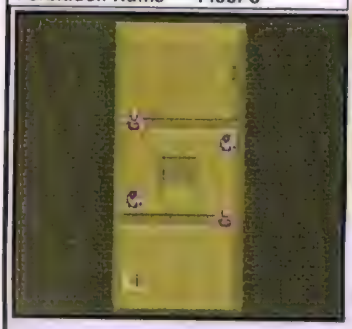


When in doubt, gut it out.





Forbidden Ruins — Floor 3



ENEMIES:

VOODOO MAN x2

WEREWOLF x2

Forbidden Ruins — Floor 4

ENEMIES:

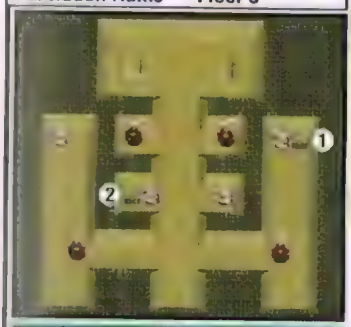
VOODOO MAN x2

DEMI MONK x2

ITEM!

1 Stone	2 Atrophy Ball

Forbidden Ruins — Floor 5



ENEMIES:

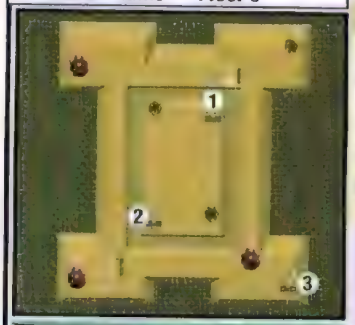
BLOOD KNIGHT x4

DEMI MONK x4

ITEM!

1 Small Bomb	2 Paralysis Apple

Forbidden Ruins — Floor 6



ENEMIES:

BLOOD KNIGHT x3

POISON CLOUD x3

ITEM!

1 Bitter Leaf	2 Energy Fruit
3 Power Gauntlet	

Forbidden Ruins — Floor 7

ENEMIES:

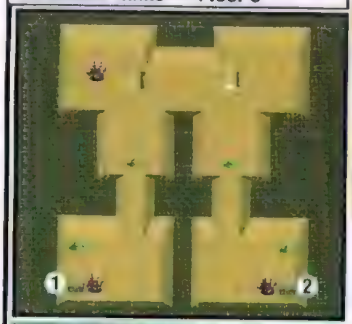
SOUL REAPER x3

POISON CLOUD x2

ITEM!

1 Blindness Grass	2 Hell Scope
3 Rue's Satchel	

Forbidden Ruins — Floor 8



ENEMIES:

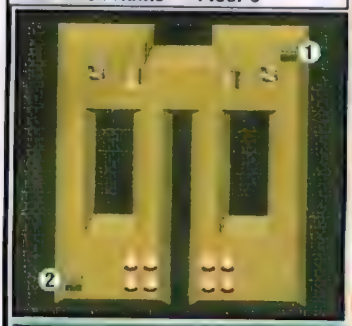
ACID SLIMES x4 SPLIT

BOOGIE MAN x3

ITEM!

1 Revival Tonic	2 Sunglasses

Forbidden Ruins — Floor 9



ENEMIES:

MAD MONK x2

FIRE ELEMENTAL x8

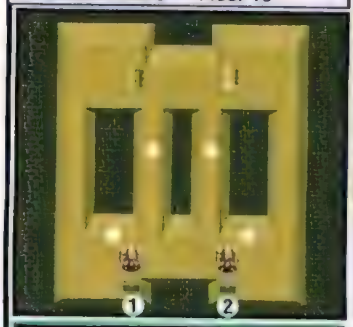
SOUL FLAME x?

FUNERAL PYRE x?

ITEM!

1 Nettle	2 Fire Charm

Forbidden Ruins — Floor 10



ENEMIES:

DREAM CLOUD x4

STONE GOLEM x2

ITEM!

1 Fire Charm	2 Attack Tonic

Forbidden Ruins — Floor 11

ENEMIES:

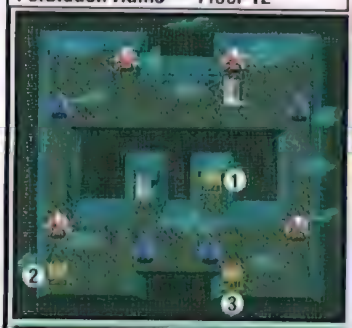
ZOMBIE x4

GHOST x4

ITEM!

1 Flay's Crest	2 Power Nut
3 Cure-All	

Forbidden Ruins — Floor 12



ENEMIES:

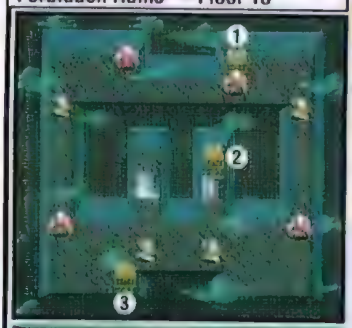
WITCH DOCTOR x4

GHOST x4

ITEM!

1 Neba Neba	2 Stone
3 Ice Charm	

Forbidden Ruins — Floor 13



ENEMIES:

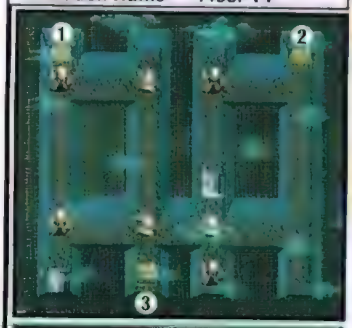
WITCH DOCTOR x4

EVIL BONZE x4

ITEM!

1 Sleep Ball	2 Magic Ring
3 Revival Tonic	

Forbidden Ruins — Floor 14



ENEMIES:

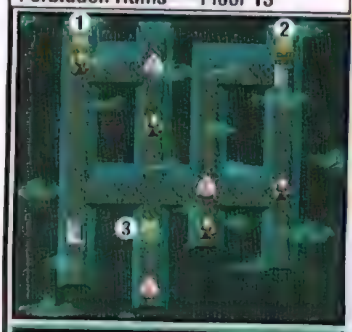
SKELETON x4

EVIL BONZE x3

ITEM!

1 Speed Satchel	2 Unicorn Horn
3 Sleep Ball	

Forbidden Ruins — Floor 15



ENEMIES:

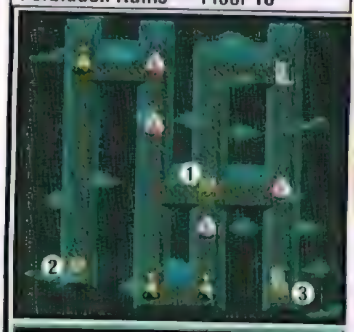
WRAITH x3

SKELETON x4

ITEM!

1 Speed Satchel	2 Power Wrist
3 Sleep Ball	

Forbidden Ruins — Floor 16



ENEMIES:

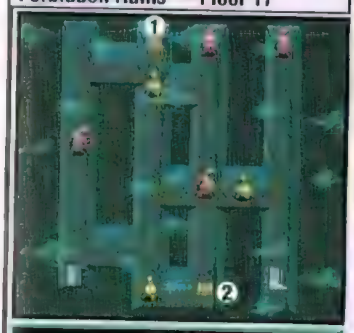
BLOODWEED x3 SPLIT

WRAITH x4

ITEM!

1 Power Jelly	2 Anti Hemo-ji
3 Sacred Water	

Forbidden Ruins — Floor 17



ENEMIES:

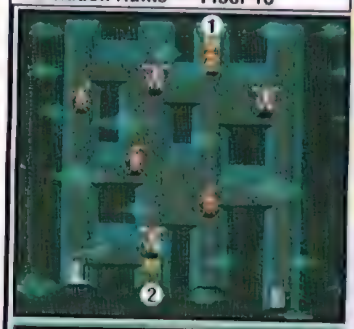
WARLORD x4

BLOODWEED x3 SPLIT

ITEM!

1 Power Jelly	2 Healing Charm

Forbidden Ruins — Floor 18



ENEMIES:

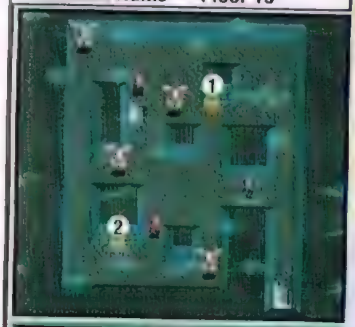
WARLORD x4

MIGHTY FLY x3

ITEM!

1 Blindness Grass	2 Mirror

Forbidden Ruins — Floor 19



ENEMIES:

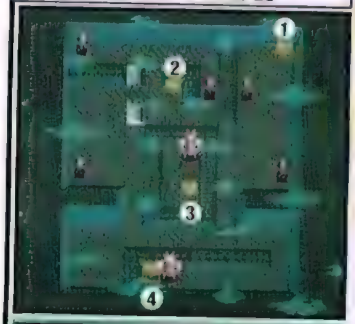
GHOUL x3

MIGHTY FLY x5

ITEM!

1 Sea Breeze Harmony	2 Energy Fruit

Forbidden Ruins — Floor 20



ENEMIES:

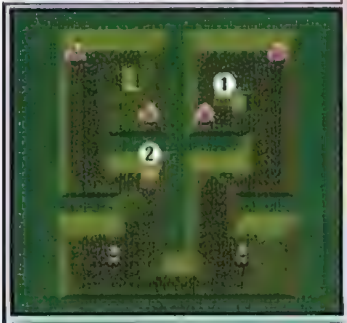
GHOUL x5

BLOOD FIEND x2

ITEM!

1 Blindness Grass	2 Neba Neba
3 Violet Necklace	4 Herb

Forbidden Ruins — Floor 21



ENEMIES:

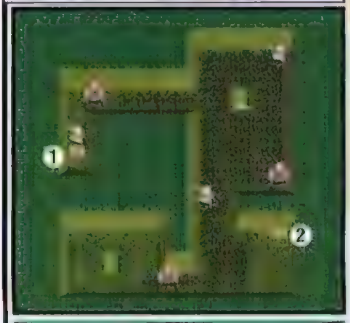
VOODOO MAN x4

NINJA x2

ITEM!

1 Music Book	2 Cure-All

Forbidden Ruins — Floor 22



ENEMIES:

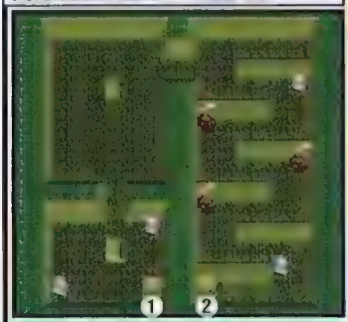
VOODOO MAN x3

DEMI MONK x3

ITEM!

1 Sacred Water	2 Hyper Boots

Forbidden Ruins — Floor 23



ENEMIES:

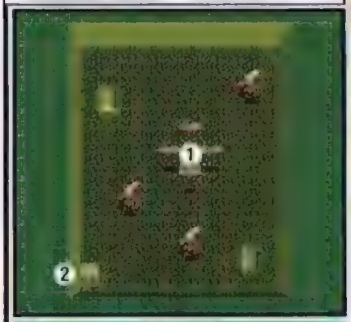
BLOOD KNIGHT x3

DEMI MONK x4

ITEM!

1 Yukari's Crest	2 Attack Tonic

Forbidden Ruins — Floor 24



ENEMIES:

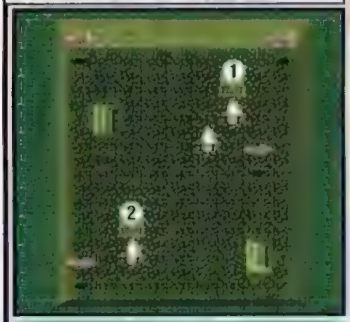
BLOOD KNIGHT x3

GIANT BAT x4

ITEM!

1 Bitter Leaf	2 Power Apple

Forbidden Ruins — Floor 25



ENEMIES:

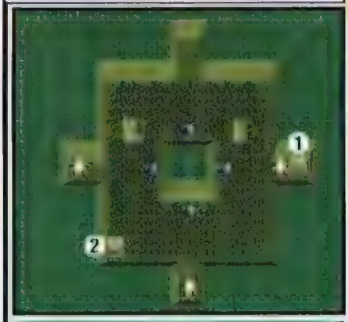
STONE JACKAL x3

GIANT BAT x4

ITEM!

1 Herb	2 Power Wrist

Forbidden Ruins — Floor 26



ENEMIES:

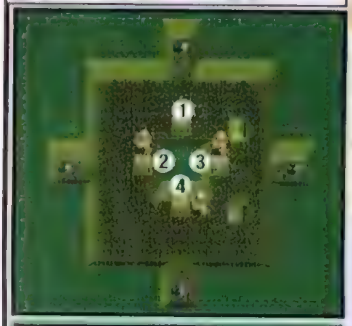
STONE JACKAL x3

WATER SLIME x4 STEAL

ITEM!

1 Fire Charm	2 Sacred Water

Forbidden Ruins — Floor 27



ENEMIES:

DOLL MASTER x3

WATER SLIME x4 SPLIT

ITEM!

1 Life Nut	2 Nettle
3 Poison Berry	4 Rue's Satchel

Forbidden Ruins — Floor 28

ENEMIES:

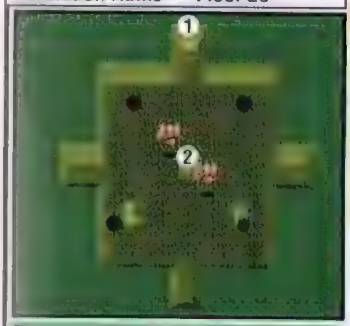
SOUL REAPER x4

DOLL MASTER x3

ITEM!

1 Phantom Gauntlet

Forbidden Ruins — Floor 29



ENEMIES:

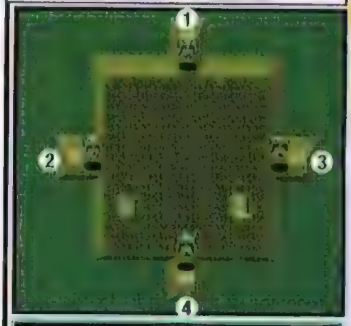
POISON CLOUD x4

SOUL REAPER x2

ITEM!

1 Hard Nettle	2 Sunglasses

Forbidden Ruins — Floor 30



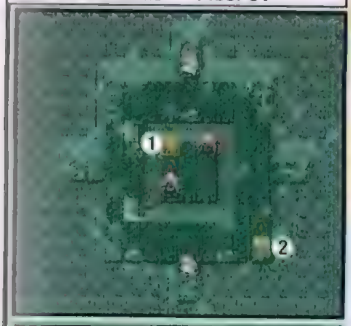
ENEMIES:

ARCH FIEND x4

ITEM!

1 Anti Hemo-ji	2 Stone
3 Atrophy Ball	4 Speed Satchel

Forbidden Ruins — Floor 31



ENEMIES:

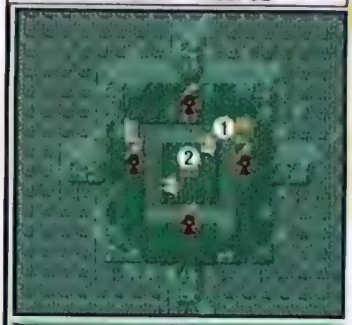
BOOGIE MAN x2

MAD MONK x2

ITEM!

1 Energy Fruit	2 Insomnia Card

Forbidden Ruins — Floor 32



ENEMIES:

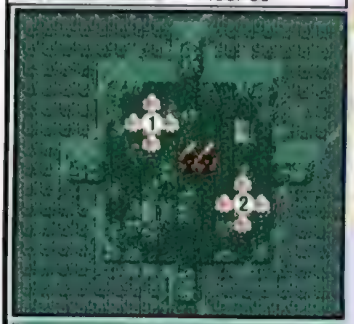
BLACK KNIGHT x4

MAD MONK x2

ITEM!

1 Small Bomb	2 Power Apple

Forbidden Ruins — Floor 33



ENEMIES:

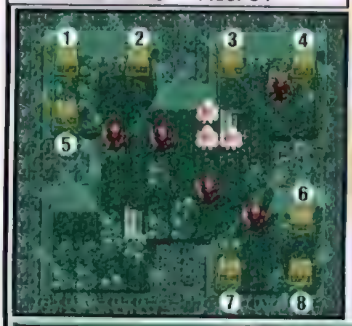
WILD HEMO-JI x8

BLACK KNIGHT x2

ITEM!

1 Hawk Statue	2 Attack Tonic

Forbidden Ruins — Floor 34



ENEMIES:

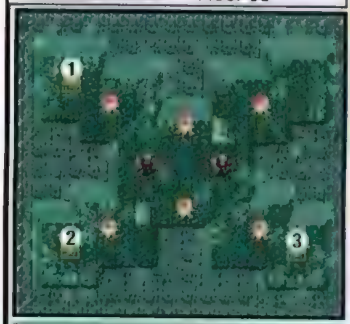
BLOOD SKELETON x5

WILD HEMO-JI x3

ITEM!

1 Neba Neba	2 Power Jelly	3 Power Jelly	4 Energy Fruit
5 Hit Scroll	6 Stone	7 Herb	8 Herb

Forbidden Ruins — Floor 35



ENEMIES:

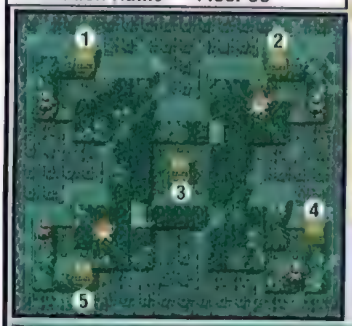
BLOOD SKELETON x2

HELLHOUND x6

ITEM!

1 Small Bomb	2 Deity Fist	
3 Rue's Satchel		

Forbidden Ruins — Floor 36



ENEMIES:

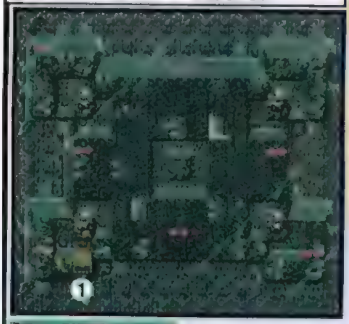
ASSASSIN x4

HELLHOUND x2

ITEM!

1 Small Bomb	2 Herb	3 Power Jelly
4 Energy Fruit	5 Mirror	

Forbidden Ruins — Floor 37



ENEMIES:

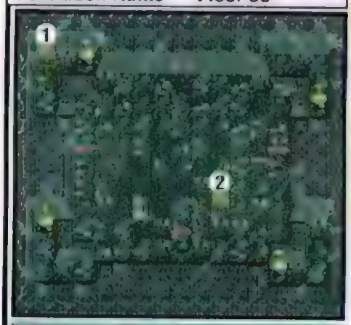
ASSASSIN x4

VAMPIRE BAT x8

ITEM!

1 Shell

Forbidden Ruins — Floor 38



ENEMIES:

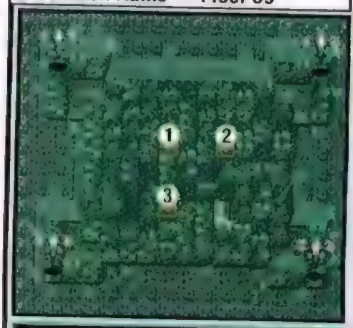
MANEATER x4 SPUT

VAMPIRE BAT x4

ITEM!

1 Magic Ring	2 Neba Neba

Forbidden Ruins — Floor 39



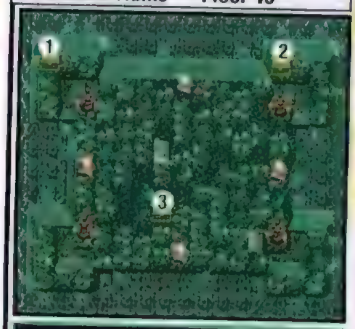
ENEMIES:

WYVERN x4

ITEM!

1 Antidote Ring	2 Herb
3 Stone	

Forbidden Ruins — Floor 40



ENEMIES:

NECROMANCER x4

DARK MONK x4

ITEM!

1 Sacred Water	2 Book of Flower
3 Sleep Ball	

Forbidden Ruins — Floor 41

ENEMIES:

ARCH KNIGHT x4

DARK MONK x4

ITEM!

1 Sacred Water	2 Phantom Shield	3 Neba Neba
4 Herb	5 Sleep Ball	

Forbidden Ruins — Floor 42

ENEMIES:

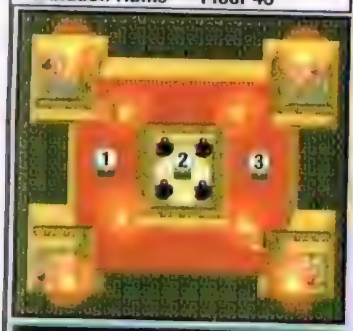
ARCH KNIGHT x4

SHADOW SKELETON x4

ITEM!

1 Sacred Water	2 Phantom Sword
3 Herb	

Forbidden Ruins — Floor 43



ENEMIES:

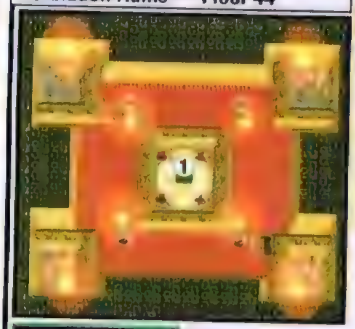
BLOOD SLIME x4 SPLIT

SHADOW SKELETON x4

ITEM!

1 Herb	2 Great Cane
3 Herb	

Forbidden Ruins — Floor 44



ENEMIES:

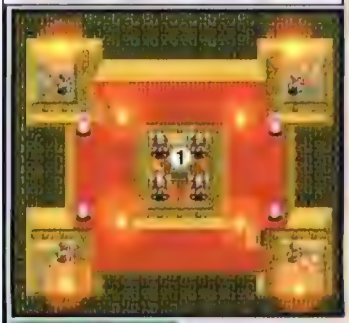
BLOOD SLIME x4 SPLIT

MAD PUPPETEER x4

ITEM!

1 Sun Hat

Forbidden Ruins — Floor 45



ENEMIES:

STONE GOLEM x4

MAD PUPPETEER x4

SOUL FLAME x4

MORPH

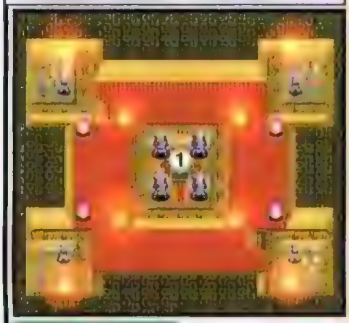
FUNERAL PYRE x?

COMBO

ITEM!

1 Phantom Ring

Forbidden Ruins — Floor 46



ENEMIES:

INSANE MINOTAUR x4

NINJA LORD x4

SOUL FLAME x4

MORPH

FUNERAL PYRE x?

COMBO

ITEM!

1 Necklace

Forbidden Ruins — Floor 47

ENEMIES:

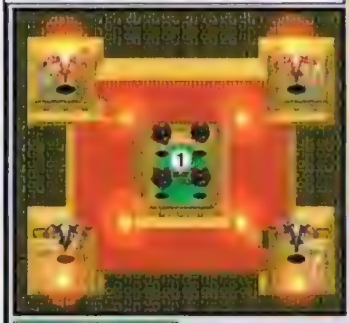
ARK GHOUL x4

NINJA LORD x4

ITEM!

1 Diel's Fang

Forbidden Ruins — Floor 48



ENEMIES:

FATE DRAGON x4

SOUL STEALER x4

ITEM!

1 Raila's Hairpin

Forbidden Ruins — Floor 49

ENEMIES:

FLESHPICKER x4

GUTWRENCHER x1

Forbidden Ruins — Floor 50

ITEM!
1 Energy Fruit
2 Sacred Water
3 Sacred Water
4 Romancing Stone 4
5 Energy Fruit
6 Blindness Grass
7 Speed Satchel
8 Energy Fruit
9 Sacred Water
10 Sleep Ball
11 Sleep Ball
12 Rue's Satchel
13 Sleep Ball

ENEMIES:

HELLHOUND x1

WIZARD x1

CHOKO x1

EVIL IS HER ONE AND ONLY NAME

On the 50th Basement Floor, you'll meet Choko. Defeat her and her two evil minions, and she will join the Guardian Forces in Chongara's Summon Pot. Get ready to pull out your best magic abilities and deadliest physical attacks, because this innocent-looking sprite is armed with 999 Hit Points and unbelievable strength. Increase your odds of winning by equipping Kukuru with all four Romancing Stones (with luck, you collected the other three before your hellish descent), reducing her Magic Point cost to zero for all spells. Kukuru can now Resurrect to her heart's content, without having to ration her MP. When you need extra time to recoup, use Gogen's Dream Knock or have a character toss a Sleep Ball, to send Choko to bed without any supper (but not before she puts on her PJs and brushes her teeth).

Once you've tackled Choko, you'll have to take a 50-flight hike up memory lane. However, should you descend again to partake in Choko's sock-hop, you'll need to bring your best shoes for the long walk home.

Talking in third person is especially unattractive in pint-sized homicidal maniacs hell-bent on making a plaything out of your carcass.

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Anti Hemo-Ji	64	Niedel Arena (1000 Wins Prize)
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Anti Hemo-Ji	91	Forbidden Ruins—Floor 30 (Treasure Chest)
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Antidote Ring	68	Water Shrine (After defeating Brainpicker)
Antidote Ring	93	Forbidden Ruins—Floor 39 (Treasure Chest)
Armor Stone	46	Illusion World (After defeating Illusion Lord)
Atrophy Ball	49	Forbidden Ruins—Floor 4 (Treasure Chest)
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Atrophy Ball	64	Niedel Arena (1000 Wins Prize)
Atrophy Ball	87	Forbidden Ruins—Floor 4 (Treasure Chest)
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Big Bomb	49	Forbidden Ruins—Floor 2 (Treasure Chest)
Big Bomb	64	Niedel Arena (10 Wins Prize)
Big Bomb	64	Niedel Arena (1000 Wins Prize)
Big Bomb	70	Water Shrine (Water Guardian-for enemies killed)
Bitter Leaf	87	Forbidden Ruins—Floor 6 (Treasure Chest)
Bitter Leaf	90	Forbidden Ruins—Floor 24 (Treasure Chest)
Blindness Grass	87	Forbidden Ruins—Floor 7 (Treasure Chest)
Blindness Grass	89	Forbidden Ruins—Floor 18 (Treasure Chest)
Blindness Grass	89	Forbidden Ruins—Floor 20 (Treasure Chest)
Blindness Grass	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Book of Cravis	65	Niedel (Arena Courtyard Official)
Book of Flower	93	Forbidden Ruins—Floor 40 (Treasure Chest)
Cheer Trumpet	70	Water Shrine (Water Guardian-for enemies killed)
Confusion Amulet	70	Water Shrine (Water Guardian-for enemies killed)
Counter Bracelet	51	Azenda Highland Perimeter (After defeating Stone Jackal)
Cure-All	39	Toyoke Forest (After receiving the Hero Crest)
Cure-All	39	Toyoke Forest (See chart)
Cure-All	39	Toyoke Forest (See chart)
Cure-All	39	Toyoke Forest (See chart)
Cure-All	39	Toyoke Forest (See chart)
Cure-All	39	Toyoke Forest (See chart)
Cure-All	39	Toyoke Forest (See chart)
Cure-All	53	Toyoke Forest (After Chongara joins the party)
Cure-All	60	Toyoke Forest (After Iga has joined the party)
Cure-All	65	Toyoke Forest (After seeing the Wind Guardian)
Cure-All	70	Toyoke Forest (After seeing the Water Guardian)
Cure-All	76	Toyoke Forest (After seeing the Fire Guardian)
Cure-All	77	Toyoke Forest (After extinguishing the Flame Core for the 2nd time)
Cure-All	88	Forbidden Ruins—Floor 11 (Treasure Chest)
Cure-All	90	Forbidden Ruins—Floor 21 (Treasure Chest)
Deity Fist	51	Azenda Highland Perimeter (After defeating Stone Golem)
Deity Fist	92	Forbidden Ruins—Floor 35 (Treasure Chest)
Diel's Fang	64	Niedel Arena (120 Wins Prize)
Diel's Fang	94	Forbidden Ruins—Floor 47 (Treasure Chest)
Divine Power	81	Received from the Ark
Earth Stone	57	Mt. Amaidar (Earth Guardian)
Elder's Charm	68	Saryu Village (Saryu Elder)
Energy Fruit	23	Arc's House (Arc's Mother)
Energy Fruit	25	Guardian Peak (Treasure Chest)
Energy Fruit	34	Nicarus Forest (Treasure Chest)
Energy Fruit	87	Forbidden Ruins—Floor 6 (Treasure Chest)
Energy Fruit	89	Forbidden Ruins—Floor 19 (Treasure Chest)
Energy Fruit	91	Forbidden Ruins—Floor 31 (Treasure Chest)
Energy Fruit	92	Forbidden Ruins—Floor 34 (Treasure Chest)
Energy Fruit	92	Forbidden Ruins—Floor 36 (Treasure Chest)
Energy Fruit	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Energy Fruit	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Energy Fruit	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Father's Armor	23	Arc's House (Treasure Chest)
Father's Sword	23	Arc's House (Treasure Chest)
Fiend Statue	44	Palencia Castle Warehouse (After defeating Doll Master)
Fire Charm	64	Niedel Arena (40 Wins Prize)
Fire Charm	64	Niedel Arena (1000 Wins Prize)
Fire Charm	88	Forbidden Ruins—Floor 9 (Treasure Chest)
Fire Charm	88	Forbidden Ruins—Floor 10 (Treasure Chest)
Fire Charm	90	Forbidden Ruins—Floor 26 (Treasure Chest)
Fire Stone	74	Palencia Castle, Basement Bio Lab (Fire Guardian)
Flay's Crest	88	Forbidden Ruins—Floor 11 (Treasure Chest)
Full Power Fruit	64	Niedel Arena (10 Wins Prize)
Full Power Fruit	64	Niedel Arena (1000 Wins Prize)
Full Power Fruit	70	Water Shrine (Water Guardian-for enemies killed)
Goddess Amulet	70	Water Shrine (Water Guardian-for enemies killed)
Great Cane	93	Forbidden Ruins—Floor 43 (Treasure Chest)
Great Item	53	Ancient Monolith (After Chongara joins the party)
Hard Nettle	91	Forbidden Ruins—Floor 29 (Treasure Chest)
Hawk Statue	69	Water Shrine (After defeating Fire Golem)
Hawk Statue	73	Palencia Castle (After defeating Wyvern)
Hawk Statue	92	Forbidden Ruins—Floor 33 (Treasure Chest)
Healing Charm	64	Niedel Arena (160 Wins Prize)

Item	PG.	Location
Healing Charm	64	Niedel Arena (1000 Wins Prize)
Healing Charm	89	Forbidden Ruins—Floor 17 (Treasure Chest)
Hell Scope	87	Forbidden Ruins—Floor 7 (Treasure Chest)
Herb	23	Arc's House (Pot)
Herb	49	Forbidden Ruins—Floor 1 (Treasure Chest)
Herb	61	Niedel (Courtyard Gong)
Herb	70	Water Shrine (Water Guardian-for enemies killed)
Herb	86	Forbidden Ruins—Floor 1 (Treasure Chest)
Herb	89	Forbidden Ruins—Floor 20 (Treasure Chest)
Herb	90	Forbidden Ruins—Floor 25 (Treasure Chest)
Herb	92	Forbidden Ruins—Floor 34 (Treasure Chest)
Herb	92	Forbidden Ruins—Floor 34 (Treasure Chest)
Herb	92	Forbidden Ruins—Floor 36 (Treasure Chest)
Herb	93	Forbidden Ruins—Floor 39 (Treasure Chest)
Herb	93	Forbidden Ruins—Floor 41 (Treasure Chest)
Herb	93	Forbidden Ruins—Floor 42 (Treasure Chest)
Herb	93	Forbidden Ruins—Floor 43 (Treasure Chest)
Herb	93	Forbidden Ruins—Floor 43 (Treasure Chest)
Hero Crest	39	Toyoke Forest (After going through the first time)
Hit Scroll	38	Toyoke Forest (After defeating Ninja)
Hit Scroll	92	Forbidden Ruins—Floor 34 (Treasure Chest)
Hyper Boots	64	Niedel Arena (160 Wins Prize)
Hyper Boots	64	Niedel Arena (1000 Wins Prize)
Hyper Boots	90	Forbidden Ruins—Floor 22 (Treasure Chest)
Ice Charm	64	Niedel Arena (40 Wins Prize)
Ice Charm	64	Niedel Arena (1000 Wins Prize)
Ice Charm	88	Forbidden Ruins—Floor 12 (Treasure Chest)
Insomnia Card	49	Forbidden Ruins—Floor 4 (Treasure Chest)
Insomnia Card	64	Niedel Arena (80 Wins Prize)
Insomnia Card	64	Niedel Arena (1000 Wins Prize)
Insomnia Card	91	Forbidden Ruins—Floor 31 (Treasure Chest)
Jump Boots	30	Palencia Castle (After defeating Evil Bonze)
Junk Bracelet	56	Mt. Amaidar (After defeating Wild Hemo-Jr.)
Kaiser Glove	23	Arc's House (Arc's Mother)
King's Image	52	Azenda Highland Cave (Light Guardian)
Life Nut	64	Niedel Arena (20 Wins Prize)
Life Nut	64	Niedel Arena (1000 Wins Prize)
Life Nut	91	Forbidden Ruins—Floor 27 (Treasure Chest)
Light Stone	52	Azenda Highland Cave (Light Guardian)
Magic Card	30	Palencia Castle (After defeating Witch Doctor)
Magic Leaf	51	Azenda Highland Perimeter (Treasure Chest)
Magic Ring	88	Forbidden Ruins—Floor 13 (Treasure Chest)
Magic Ring	92	Forbidden Ruins—Floor 38 (Treasure Chest)
Magic Sprig	64	Niedel Arena (20 Wins Prize)
Magic Sprig	64	Niedel Arena (1000 Wins Prize)
Magical Card	64	Niedel Arena (40 Wins Prize)
Magical Card	64	Niedel Arena (1000 Wins Prize)
Mirror	64	Niedel Arena (80 Wins Prize)
Mirror	64	Niedel Arena (1000 Wins Prize)
Mirror	89	Forbidden Ruins—Floor 18 (Treasure Chest)
Mirror	92	Forbidden Ruins—Floor 36 (Treasure Chest)
Monolith Crest	58	Greyshinne (Monk-1st trivia set)
Monolith Crest	74	Palencia Castle (After defeating Soul Stealer)
Monster's Fang	58	Greyshinne (Completing the challenges at Amaidar Temple)
Music Book	90	Forbidden Ruins—Floor 21 (Treasure Chest)
Neba Neba	88	Forbidden Ruins—Floor 12 (Treasure Chest)
Neba Neba	89	Forbidden Ruins—Floor 20 (Treasure Chest)
Neba Neba	92	Forbidden Ruins—Floor 34 (Treasure Chest)
Neba Neba	92	Forbidden Ruins—Floor 38 (Treasure Chest)
Neba Neba	93	Forbidden Ruins—Floor 41 (Treasure Chest)
Necklace	94	Forbidden Ruins—Floor 46 (Treasure Chest)
Nettle	88	Forbidden Ruins—Floor 9 (Treasure Chest)
Nettle	91	Forbidden Ruins—Floor 27 (Treasure Chest)
Palo Nut	51	Azenda Highland Perimeter (Treasure Chest)
Palo Nut	64	Niedel Arena (20 Wins Prize)
Palo Nut	64	Niedel Arena (1000 Wins Prize)
Paralysis Apple	49	Forbidden Ruins—Floor 5 (Treasure Chest)
Paralysis Apple	87	Forbidden Ruins—Floor 5 (Treasure Chest)
Phantom Gauntlet	64	Niedel Arena (200 Wins Prize)
Phantom Gauntlet	64	Niedel Arena (1000 Wins Prize)
Phantom Gauntlet	91	Forbidden Ruins—Floor 28 (Treasure Chest)
Phantom Ring	94	Forbidden Ruins—Floor 45 (Treasure Chest)
Phantom Shield	93	Forbidden Ruins—Floor 41 (Treasure Chest)
Phantom Sword	93	Forbidden Ruins—Floor 42 (Treasure Chest)
Poison Berry	91	Forbidden Ruins—Floor 27 (Treasure Chest)
Power Apple	90	Forbidden Ruins—Floor 24 (Treasure Chest)
Power Apple	91	Forbidden Ruins—Floor 32 (Treasure Chest)
Power Gauntlet	87	Forbidden Ruins—Floor 6 (Treasure Chest)
Power Jelly	89	Forbidden Ruins—Floor 16 (Treasure Chest)
Power Jelly	89	Forbidden Ruins—Floor 17 (Treasure Chest)
Power Jelly	92	Forbidden Ruins—Floor 34 (Treasure Chest)
Power Jelly	92	Forbidden Ruins—Floor 34 (Treasure Chest)
Power Jelly	92	Forbidden Ruins—Floor 36 (Treasure Chest)
Power Nut	51	Azenda Highland Perimeter (Treasure Chest)
Power Nut	64	Niedel Arena (20 Wins Prize)
Power Nut	64	Niedel Arena (1000 Wins Prize)
Power Nut	88	Forbidden Ruins—Floor 11 (Treasure Chest)
Power of Bravery	81	Received from the Ark
Power Wrist	64	Niedel Arena (160 Wins Prize)
Power Wrist	64	Niedel Arena (1000 Wins Prize)
Power Wrist	75	Palencia Castle (After defeating Left Fate Dragon)
Power Wrist	89	Forbidden Ruins—Floor 15 (Treasure Chest)
Power Wrist	90	Forbidden Ruins—Floor 25 (Treasure Chest)
Prayer Beads	55	Greyshinne (After defeating Amaidar Monk)
Raila's Hairpin	94	Forbidden Ruins—Floor 48 (Treasure Chest)
Reco's Grass	51	Azenda Highland Perimeter (Treasure Chest)

Item	PG.	Location
Revival Tonic	23	Arc's House (Arc's Mother)
Revival Tonic	49	Forbidden Ruins—Floor 1 (Treasure Chest)
Revival Tonic	51	Azenda Highland Perimeter (Treasure Chest)
Revival Tonic	87	Forbidden Ruins—Floor 8 (Treasure Chest)
Revival Tonic	88	Forbidden Ruins—Floor 13 (Treasure Chest)
Revive Medicine	64	Niedel Arena (10 Wins Prize)
Revive Medicine	64	Niedel Arena (1000 Wins Prize)
Romancing Stone 1	45	Arc's House (Found in Ruins)
Romancing Stone 2	60	Arc's House (Found in Letter)
Romancing Stone 3	47	Ancient Monolith (Gogen)
Romancing Stone 4	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Rue's Satchel	87	Forbidden Ruins—Floor 7 (Treasure Chest)
Rue's Satchel	91	Forbidden Ruins—Floor 27 (Treasure Chest)
Rue's Satchel	92	Forbidden Ruins—Floor 35 (Treasure Chest)
Rue's Satchel	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Rune Ring	59	Greyshinne (Monk-2nd trivia set)
Sacred Water	23	Arc's House (Arc's Mother)
Sacred Water	36	Sembara Marsh (Treasure Chest)
Sacred Water	89	Forbidden Ruins—Floor 16 (Treasure Chest)
Sacred Water	90	Forbidden Ruins—Floor 22 (Treasure Chest)
Sacred Water	90	Forbidden Ruins—Floor 26 (Treasure Chest)
Sacred Water	93	Forbidden Ruins—Floor 40 (Treasure Chest)
Sacred Water	93	Forbidden Ruins—Floor 41 (Treasure Chest)
Sacred Water	93	Forbidden Ruins—Floor 42 (Treasure Chest)
Sacred Water	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Sacred Water	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Sacred Water	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Sea Breeze Harmony	89	Forbidden Ruins—Floor 19 (Treasure Chest)
Senior Bandanna	44	Palencia Castle Warehouse (After defeating Ninja)
Shell	64	Niedel Arena (160 Wins Prize)
Shell	64	Niedel Arena (1000 Wins Prize)
Shell	92	Forbidden Ruins—Floor 37 (Treasure Chest)
Shift Flute	55	Greyshinne (After defeating Amaidar Monk)
Short Sword	54	Greyshinne (After defeating Iga)
Silk Belt	39	Toyoke Forest (See chart)
Silk Belt	77	Toyoke Forest (After extinguishing the Flame Lion for the 2nd time)
Skill Bracelet	49	Forbidden Ruins—Floor 3 (Treasure Chest)
Sleep Ball	88	Forbidden Ruins—Floor 13 (Treasure Chest)
Sleep Ball	88	Forbidden Ruins—Floor 14 (Treasure Chest)
Sleep Ball	89	Forbidden Ruins—Floor 15 (Treasure Chest)
Sleep Ball	93	Forbidden Ruins—Floor 40 (Treasure Chest)
Sleep Ball	93	Forbidden Ruins—Floor 41 (Treasure Chest)
Sleep Ball	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Sleep Ball	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Sleep Ball	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Small Bomb	35	Ruvag Woods (Treasure Chest)
Small Bomb	49	Forbidden Ruins—Floor 5 (Treasure Chest)
Small Bomb	87	Forbidden Ruins—Floor 5 (Treasure Chest)
Small Bomb	91	Forbidden Ruins—Floor 32 (Treasure Chest)
Small Bomb	92	Forbidden Ruins—Floor 35 (Treasure Chest)
Small Bomb	92	Forbidden Ruins—Floor 36 (Treasure Chest)
Speed Satchel	49	Forbidden Ruins—Floor 2 (Treasure Chest)
Speed Satchel	86	Forbidden Ruins—Floor 2 (Treasure Chest)
Speed Satchel	88	Forbidden Ruins—Floor 14 (Treasure Chest)
Speed Satchel	89	Forbidden Ruins—Floor 15 (Treasure Chest)
Speed Satchel	91	Forbidden Ruins—Floor 30 (Treasure Chest)
Speed Satchel	95	Forbidden Ruins—Floor 50 (Treasure Chest)
Stone	23	Arc's House (Blue Pot)
Stone	47	Ancient Monolith (After the battle in the Illusion World)
Stone	49	Forbidden Ruins—Floor 4 (Treasure Chest)
Stone	60	Ancient Monolith (After Iga joins the party)
Stone	70	Water Shrine (Water Guardian-for enemies killed)
Stone	87	Forbidden Ruins—Floor 4 (Treasure Chest)
Stone	88	Forbidden Ruins—Floor 12 (Treasure Chest)
Stone	91	Forbidden Ruins—Floor 30 (Treasure Chest)
Stone	92	Forbidden Ruins—Floor 34 (Treasure Chest)
Stone	93	Forbidden Ruins—Floor 39 (Treasure Chest)
Summon Pot	49	Forbidden Ruins—Floor 5 (Treasure Chest)
Sun Hat	93	Forbidden Ruins—Floor 44 (Treasure Chest)
Sunglasses	64	Niedel Arena (80 Wins Prize)
Sunglasses	64	Niedel Arena (1000 Wins Prize)
Sunglasses	87	Forbidden Ruins—Floor 8 (Treasure Chest)
Sunglasses	91	Forbidden Ruins—Floor 29 (Treasure Chest)
Throw Scroll	39	Toyoke Forest (See chart)
Throw Scroll	60	Toyoke Forest (After Iga has joined the party)
Toy Ring	62	Niedel (After Poco wins the tournament)
Tragedy Glasses	63	Niedel (Wind Guardian)
Unicorn Horn	64	Niedel Arena (1000 Wins Prize)
Unicorn Horn	88	Forbidden Ruins—Floor 14 (Treasure Chest)
Violet Necklace	64	Niedel Arena (1000 Wins Prize)
Violet Necklace	89	Forbidden Ruins—Floor 20 (Treasure Chest)
Warrior Charm	75	Palencia Castle (After defeating Right Fate Dragon)
Water Stone	70	Water Shrine (Water Guardian)
Whirlwind Bandanna	64	Niedel Arena (40 Wins Prize)
Whirlwind Bandanna	64	Niedel Arena (1000 Wins Prize)
Wild Lion Drum	47	Given to Poco by the King
Wind Orb	62	Niedel (After winning the tournament)
Wind Stone	63	Niedel (Wind Guardian)
Yukari's Crest	90	Forbidden Ruins—Floor 23 (Treasure Chest)

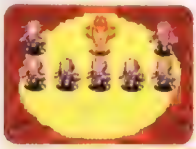
Arc The Lad
II
TM

Elc

Elc is the last of the Pyrenians, an ancient tribe that had the ability to summon and manipulate flame. While Arc was still a child in Touvil, a small child named Elc watched as the Silver Noah launched a vicious assault that destroyed his entire village. During the raid, Elc was captured and sent to a place code-named White House for further studies. A Hunter known as Shu rescued Elc in the forest near White House, and took him in. While under Shu's care, Elc was taught many battle and survival techniques. Even now, Elc is still haunted by nightmares of his time at White House. As this chapter begins, he is about to take an assignment that will force him to confront all that he's struggled to forget.

FIRE STORM

Turns the enemy into a crispy critter.



LV1 – 6 MP LV2 – 14 MP LV3 – 30 MP

FIRE SHIELD

Protects all party members within range from fire.

LV1 – 3 MP LV2 – 9 MP LV3 – 28 MP

CHARGE

Increases Elc's attack power.

LV1 – 2 MP LV2 – N/A LV3 – N/A

RETALIATION

Increases counterattack for any party member that is within range.

LV1 – 2 MP LV2 – 4 MP LV3 – 8 MP

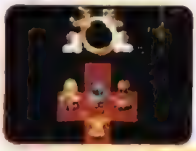
MIGHT MIND

Increases effectiveness of a character's abilities.

LV1 – 2 MP LV2 – 4 MP LV3 – 8 MP

EXPAND RANGE

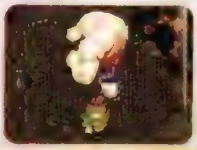
Increases the range for any party member within range.



LV1 – 4 MP LV2 – 8 MP LV3 – 16 MP

INVINCIBLE

In this state, Elc will not receive damage from the enemy.



LV1 – 8 MP LV2 – 24 MP LV3 – 72 MP

EXPLOSION

Creates a fiery explosion that causes damage to the enemy.

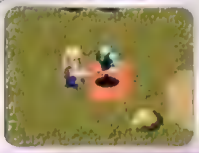
LV1 – 10 MP LV2 – 20 MP LV3 – 40 MP

Lieza

Born into a tribe of Beasttalkers that can communicate with monsters, Lieza has spent most of her life on an isolated plateau, away from other humans, and raised by her grandfather, Joseph. Her grandfather was painfully aware of the gift that his granddaughter possessed, and of the scorn it might bring if exposed to the outside world. Instilling his own fears into her, he's taught Lieza that people kill what they fear and don't understand. Unfortunately, in the case of Romalia, that's true, but only after they've harnessed her power for use in their mysterious Chimera program.

SEARCH

Search enemies and record the findings in Chongara's Monster Book.



LV1 – 0 MP LV2 – 1 MP LV3 – 2 MP

POWER LOSS

Decreases the enemy's attack power

LV1 – 3 MP LV2 – 6 MP LV3 – 12 MP

CURE

Used to heal the HP of any party member within range.

LV1 – 7 MP LV2 – 14 MP LV3 – 28 MP

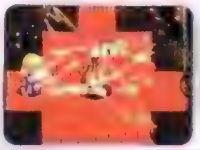
GROUND SHIELD

Provides earthquake protection to any party member within range.

LV1 – 3 MP LV2 – 9 MP LV3 – 28 MP

WEAKNESS

This light ring weakens the enemy.



LV1 – 6 MP LV2 – 12 MP LV3 – 24 MP

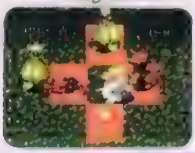
EARTHQUAKE

Causes a rock pillar to smash into an unsuspecting monster.

LV1 – 10 MP LV2 – 20 MP LV3 – 40 MP

SPINSTER

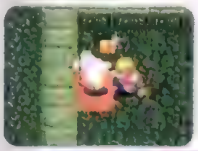
Spinning around as fast as a tornado, Lieza can level surrounding enemies.



LV1 – 8 MP LV2 – 16 MP LV3 – 32 MP

RAVISH

Captures monsters. These monsters can then be used in combat.



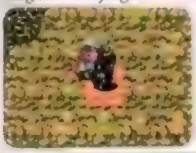
LV1 – 16 MP LV2 – 31 MP LV3 – 96 MP

Shu

Clad in the traditional black bodysuit of the ninja, Shu keeps his true identity a mystery, but that hasn't stopped people from constantly guessing as to his origins. One popular rumor tells of his birth in the city of Seirya and his apprenticeship in a secret corps of assassins, but Shu himself has never confirmed or denied this tale. Shu's stern personality keeps most potential allies at a distance, but his taciturn manner conceals a warm heart.

STEAL

Shu will try to steal any items that the enemy might be carrying.



LV1 – 4 MP LV2 – 8 MP LV3 – 16 MP

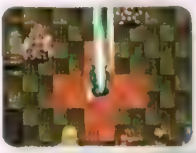
PLASMA SHOCK

Causes the enemy to temporarily experience a decrease in their defensive power.

LV1 – 4 MP LV2 – 8 MP LV3 – 16 MP

WIND SHIELD

Protects the party from storm attacks



LV1 – 3 MP LV2 – 9 MP LV3 – 28 MP

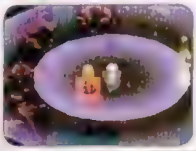
SPEED UP

Increases the agility of any party member within range.

LV1 – 2 MP LV2 – 4 MP LV3 – 8 MP

SCAPEGOAT

Shu will receive damage meant for another party member.



LV1 – 2 MP LV2 – 4 MP LV3 – 8 MP

TIME BOMB

Watch out! When this bomb explodes, anyone standing too close will receive damage.

LV1 – 8 MP LV2 – 16 MP LV3 – 32 MP

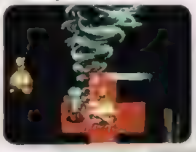
RANDOM ATTACK

Creates an all-weapon multi-attack on any enemy standing too close to Shu.

LV1 – 8 MP LV2 – 16 MP LV3 – 32 MP

WIND SLASH

Creates a destructive wind attack that will level the enemy.



LV1 – 8 MP LV2 – 16 MP LV3 – 32 MP

Shante

Abandoned as a child, Shante essentially raised herself and her brother. They spent many years wandering the country of Aldia before settling down in the city of Indigos. Shante frequently performs in the bars and pubs of Aldia, but prefers to stay near Indigos. She works hard to provide her brother with the life she feels will never be hers to live. After a lifetime of overcoming hardships, Shante has developed a fighting spirit that will serve her well.

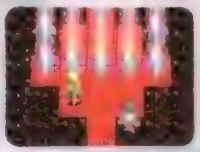
CURE

Restores hit points to party members.

LV1 – 7 MP LV2 – 14 MP LV3 – 28 MP

SILENT

Renders the enemy mute. In this state, they will not be able to use their abilities.



LV1 – 4 MP LV2 – 8 MP LV3 – 16 MP

ICE SHIELD

Lowers the damage received when the enemy uses water magic.

LV1 – 3 MP LV2 – 9 MP LV3 – 28 MP

REFRESH

Returns characters to their normal state.

LV1 – 4 MP LV2 – 8 MP LV3 – 16 MP

DISPEL

Puts enemy souls to rest.

LV1 – 8 MP LV2 – 24 MP LV3 – 72 MP

DIVIDE

Steals HP from all enemies in range, and distributes it to party members near Shante.

LV1 – 12 MP LV2 – 24 MP LV3 – 48 MP

DIAMOND DUST

Hammers the enemy with destructive ice shards.

LV1 – 8 MP LV2 – 16 MP LV3 – 32 MP

RESURRECTION

Allows dead party members to return to battle.

LV1 – 16 MP LV2 – 31 MP LV3 – 96 MP

Gruga

Gruga was 23 years old when he assumed leadership of Brakia, a colony of Niedel. Brakia declared a war of independence against Niedel, and as the battle raged on for years, Gruga became increasingly depressed at the mounting casualties on both sides of the conflict. The depression eventually drove Gruga to abandon his position. He now lives with his adopted daughter Elena, whose parents were killed in the war.

GRUGA CHARGE

He will cause more damage to the enemy when he uses his normal attack.

LV1 - 2 MP LV2 - N/A LV3 - N/A

GRUGA TACKLE

If there is a space around the enemy, Gruga will tackle them into the next square

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

CONFUSION

This storm will put any enemy into a state of confusion.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

ROLLING SABOT

This centrifugal-force kick will damage any enemy standing too close to Gruga

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

DISTRACT RANGE

Decreases the range of the enemy.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

EXTRACT

Causes an explosion that will damage any enemy within range.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

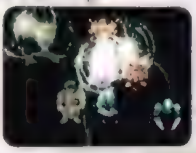
GRUGA SPECIAL

After chucking an enemy into the air, Gruga patiently waits for them to land.

LV1 - 12 MP LV2 - 24 MP LV3 - 48 MP

SUPER NOVA

This brilliant flash of light damages all enemies within range.



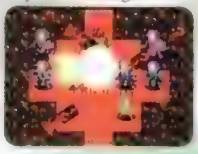
LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

Sania

When the King and Queen of Millmana met their untimely ends at the hands of monsters, their only daughter, Sania, was able to escape to the neighboring country of Greyshinne. Scarred by the memory of that attack, she has vowed to avenge the death of her parents. Until that day of reckoning arrives, she spends her free time honing her mental abilities and training in the art of war.

SHUFFLE SHOT

This cursed card attack causes damage to any enemy that is in range.



LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

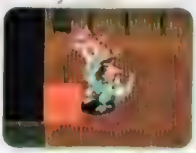
DARK SHIELD

Offers protection from Dark-attribute spells.

LV1 - 2 MP LV2 - 9 MP LV3 - 28 MP

DARK DESTRUCTOR

Sania summons the Dark Destructor to consume the enemy.



LV1 - 16 MP LV2 - 31 MP LV3 - 64 MP

X-CRYTE

Transfers the damage that Sania receives to the target of this spell.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

TRANS ENEMY

Teleports an enemy to a new location on the battlefield.

LV1 - 6 MP LV2 - 12 MP LV3 - 24 MP

ROB MIND

Allows the enemy's magic points to be transferred to party member within range.

LV1 - 0 MP LV2 - 1 MP LV3 - 2 MP

RANDOM DICE

The target's fate is decided by one roll of the dice.

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

TRANSFER

Transfer Sania's turn to another party member.

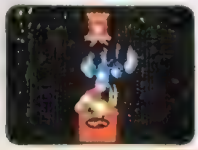
LV1 - 0 MP LV2 - 1 MP LV3 - 2 MP

Choko

Choko is the daughter of the beast lord that once ruled above ground, but was driven below ground with his subjects when humankind spread across the world. She is much more powerful than she appears at first. Don't let her nonsensical talk fool you. This girl hides some amazing secrets and powers.

PASHA-PASHA

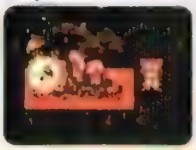
Choko throws a spit bubble at the enemy.



LV1 - 16 MP LV2 - 31 MP LV3 - 64 MP

MEKI-MEKI

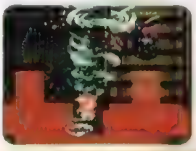
Delivers a rolling rock attack to any enemy that is in its path.



LV1 - 16 MP LV2 - 31 MP LV3 - 64 MP

HYUURURU

Summons an immense windstorm.



LV1 - 16 MP LV2 - 31 MP LV3 - 64 MP

MERA-MERA

The legendary Phoenix will burn any enemy in its path.

LV1 - 16 MP LV2 - 31 MP LV3 - 64 MP

POKO-POKO

Choko and her doppelganger will attack the enemy.

LV1 - 16 MP LV2 - 31 MP LV3 - 64 MP

KIRA-KIRA

A weird coffin will emit a deadly light that will destroy most enemies.

LV1 - 16 MP LV2 - 31 MP LV3 - 64 MP

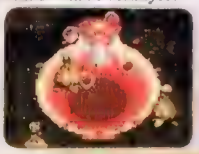
STIMULANT

Allows Choko to transform into Akura and back again.

LV1 - 31 MP LV2 - N/A LV3 - N/A

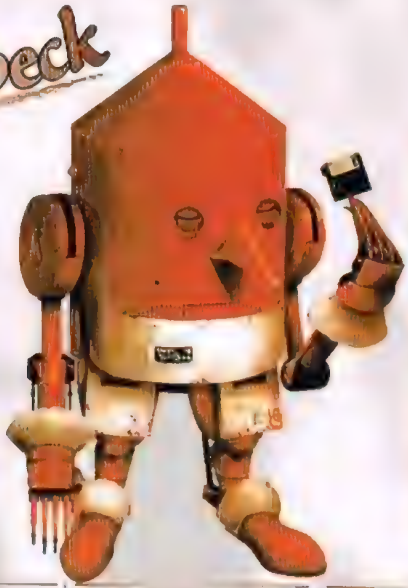
VANISH (AS AKURA)

After calling on the powers of darkness, most enemies will be destroyed.



LV1 - 26 MP LV2 - 31 MP LV3 - 126 MP

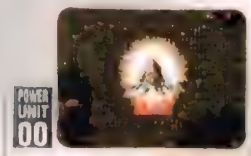
Diekbeck



Diekbeck is a mechanical life form that was created in the Ancient Age, and sealed deep within the mysterious ruins on Yagos Isle. Who built this machine, and for what purpose, is still unknown. Legend has it that the Power Units used to run Diekbeck were scattered throughout the world. Dr. Vilmer is obsessed with finding Diekbeck to make him operational once more.

CHARGE

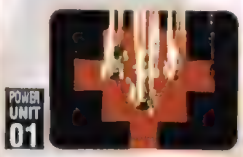
Raises Diek's attack ability.



LV1 - 2 MP LV2 - N/A LV3 - N/A

GROUND SHIELD

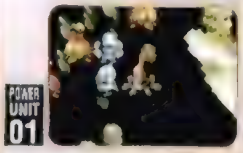
Provides earthquake protection.



LV1 - 3 MP LV2 - 9 MP LV3 - N/A

MUD STORM

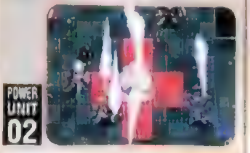
Hurls rocks at unsuspecting foes.



LV1 - 8 MP LV2 - 16 MP LV3 - N/A

DIAMOND DUST

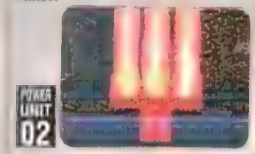
Hits the enemy with an ice crystal attack.



LV1 - 8 MP LV2 - 16 MP LV3 - N/A

REFRESH

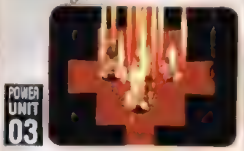
Heals a character from abnormal states.



LV1 - 4 MP LV2 - 8 MP LV3 - N/A

FIRE SHIELD

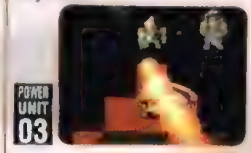
Provides fire protection for anyone within range.



LV1 - 3 MP LV2 - 9 MP LV3 - N/A

FIRE BREATH

Diek will blast the enemy with his fiery breath.



LV1 - 8 MP LV2 - 16 MP LV3 - N/A

WIND SHIELD

Provides protection from wind attacks.

LV1 - 3 MP LV2 - 9 MP LV3 - N/A

THUNDER STORM

Blast any enemy with a series of lightning bolts.

LV1 - 8 MP LV2 - 16 MP LV3 - N/A

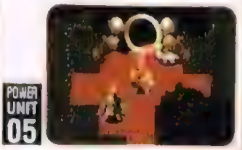
WIND SLASH

This destructive wind storm will rip through most enemies.

LV1 - 8 MP LV2 - 16 MP LV3 - N/A

NICE CATCH

Increases ability to catch items.



LV1 - 2 MP LV2 - 4 MP LV3 - 8 MP

MISS CATCH

Decreases the enemy's ability to catch items thrown at them.

LV1 - 2 MP LV2 - 4 MP LV3 - 8 MP

JUMP LOW

Decreases the enemy's ability to jump.

LV1 - 5 MP LV2 - 10 MP LV3 - 20 MP

EASY SHOOT

Temporarily decreases the enemy's ability to throw items.

LV1 - 3 MP LV2 - 6 MP LV3 - 12 MP

COLD BREATH

The enemy will be treated to Dick's icy breath

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

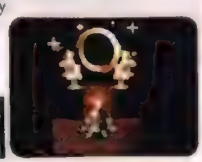
BLIZZARD

Hammers the enemy with a freezing cold blizzard.

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

JUMP HIGH

Temporary increase in jumping ability



LV1 - 5 MP LV2 - 10 MP LV3 - 20 MP

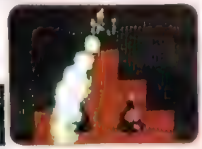
POWER SHOOT

Temporary increase in throwing ability.

LV1 - 3 MP LV2 - 6 MP LV3 - 12 MP

THUNDER BREATH

Dick will give the enemy a smell of his thunder breath.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

TORNADO

This big tornado will blast many foes.

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

SILENT

Prevents enemies from using their special abilities.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

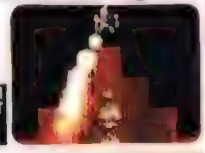
CHANGE ENEMY

This light belt will change the enemy's class.

LV1 - 5 MP LV2 - 10 MP LV3 - 20 MP

ACID BREATH

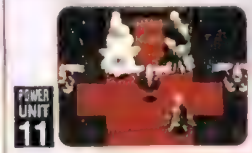
Nothing like the sweet smell of acid breath in the morning.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

EARTHQUAKE

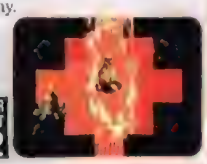
Rocks will smash into the enemy.



LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

WEAKNESS

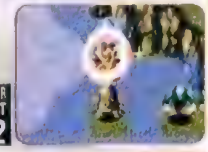
This light ring weakens the enemy.



LV1 - 6 MP LV2 - 12 MP LV3 - 24 MP

TRANS ENEMY

Teleports the enemy to a new location on the battlefield.



LV1 - 6 MP LV2 - 12 MP LV3 - 24 MP

SPEED DOWN

Decreases the enemy's agility.

LV1 - 2 MP LV2 - 4 MP LV3 - 8 MP

DISTRACT RANGE

Decrease the enemy's range.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

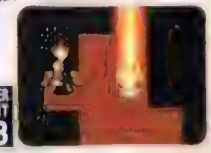
EXPAND RANGE

Increases range that the character can travel.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

MIND BUSTER

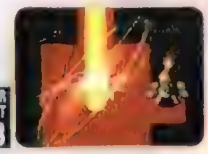
Reduces the enemy's magic points.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

DISPEL

Puts souls to rest.



LV1 - 8 MP LV2 - 24 MP LV3 - 72 MP

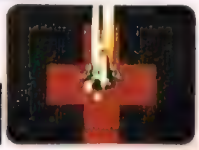
EXTRACT

Strike enemies hard.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

MAGIC SHIELD

Protects against the enemy's special abilities.



LV1 - 8 MP LV2 - 20 MP LV3 - 72 MP

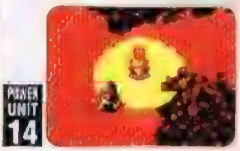
CONFUSION

This storm usually confuses the enemy.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

FIRE STORM

Toasts the enemy with fire.



LV1 - 6 MP LV2 - 14 MP LV3 - 30 MP

EXPLOSION

Creates a huge explosion.

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

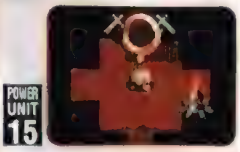
PLASMA SHOCK

Temporarily decreases the enemy's defense.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

POWER LOSS

Temporarily decreases the enemy's attack.



LV1 - 3 MP LV2 - 6 MP LV3 - 12 MP

DESTRUCTION

Temporarily decreases the enemy's magic power.

LV1 - 3 MP LV2 - 6 MP LV3 - 12 MP

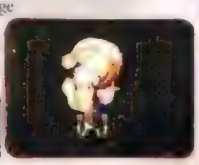
COUNTER HANG

Temporarily decreases the enemy's ability to counterattack.

LV1 - 5 MP LV2 - 6 MP LV3 - 12 MP

INVINCIBLE

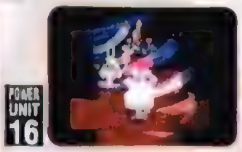
Prevents the enemy from causing damage.



LV1 - 8 MP LV2 - 24 MP LV3 - N/A

PARALYZE WIND

This wind attack will cause paralysis.



LV1 - 12 MP LV2 - 24 MP LV3 - 48 MP

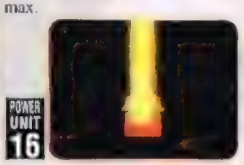
DEATH

This usually kills any enemy that has been targeted.

LV1 - 8 MP LV2 - 24 MP LV3 - 72 MP

HAPPY BEAM

This will raise abilities to their max.



LV1 - 26 MP LV2 - 31 MP LV3 - N/A

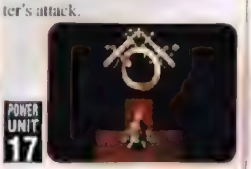
PROTECTION

Temporarily increases the character's defense.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

STRIKE POWER

Temporarily increases the character's attack.



LV1 - 3 MP LV2 - 6 MP LV3 - 12 MP

MIGHT MIND

Temporarily increases the character's magic power.

LV1 - 2 MP LV2 - 4 MP LV3 - 8 MP

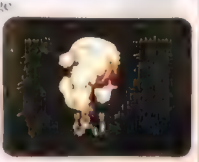
RETALIATION

Temporarily increases the character's ability to counterattack.

LV1 - 2 MP LV2 - 4 MP LV3 - 8 MP

INVINCIBLE

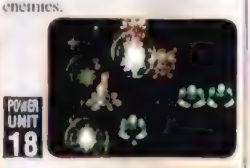
Prevents the enemy from causing damage.



LV1 - 8 MP LV2 - 24 MP LV3 - 72 MP

SUPER NOVA

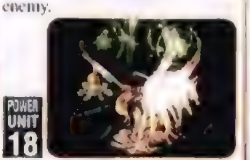
This bright flash will damage all enemies.



LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

DIVINE JUDGMENT

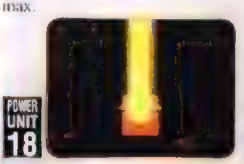
Renders light judgment on the enemy.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

HAPPY BEAM

This will raise abilities to their max.



LV1 - 26 MP LV2 - 31 MP LV3 - 126 MP

Diekbeck

CURE

Used to heal the HP of any party member within range.

LV1 - 7 MP LV2 - 14 MP LV3 - 28 MP

DIVIDE

Steals HP from all enemies in range, and gives it to party members near Diek.

LV1 - 12 MP LV2 - 24 MP LV3 - 48 MP

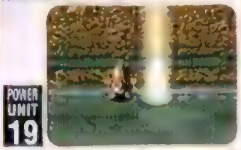
ROB MIND

Steals magic points from the enemy.

LV1 - 0 MP LV2 - 1 MP LV3 - 2 MP

RESURRECTION

Allows dead party members to return to the battle



LV1 - 16 MP LV2 - 31 MP LV3 - 96 MP

Returning Characters

Arc

BURN GROUND

Drowns the enemy in molten hot magma

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

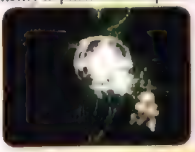
TOTAL HEALING

Cures the character(s) from most abnormal statuses and restores some HP.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

GALE FLASH

Transient bursts of light pummel the enemy at phenomenal speed.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

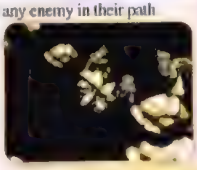
SLOW ENEMY

Reduces the enemy's agility.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

METEOR SHOWER

Out-of-control meteorites collide with any enemy in their path



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

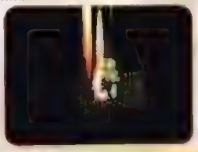
TORNADO

With its intense whirling action, this ability will leave most enemies dizzy.

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

MAGIC SHIELD

Gives protection from the enemies' special abilities.



LV1 - 8 MP LV2 - 24 MP LV3 - 72 MP

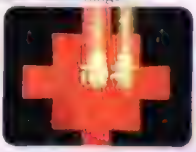
WEAK ENEMY

Causes the enemies' stats to decrease

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

Kukuru

CURE
Used to heal the HP of any party member within range.



LV1 - 7 MP LV2 - 14 MP LV3 - 28 MP

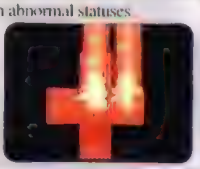
MAGIC SHIELD
Gives protection from the enemies' special abilities.

LV1 - 8 MP LV2 - 24 MP LV3 - 72 MP

SILENT
The enemies will be unable to use their magical abilities.

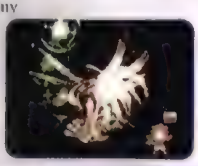
LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

REFRESH
Allows the character(s) to recover from abnormal statuses.



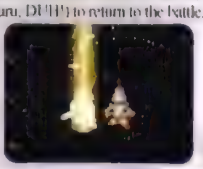
LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

DIVINE JUDGMENT
Renders this light judgment on the enemy.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

RESURRECTION
Allows dead party members (except Kukuru, DUH!) to return to the battle.



LV1 - 16 MP LV2 - 31 MP LV3 - 96 MP

DIVIDE
Steals HP from all enemies in range, and gives it to party members near Kukuru.

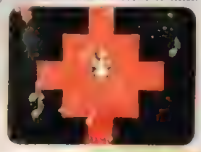
LV1 - 12 MP LV2 - 24 MP LV3 - 48 MP

PROTECTION
Temporarily increases the character's defense.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

Poco

BATTLE DRUM
Increases the offensive power of those party members that are close to him.



LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

LION DRUM
Poco will shoot a powerful wave-motion laser at any enemy that is in front of him.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

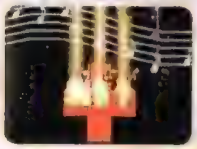
CHEER TRUMPET
Allows Poco to slay most enemies in a single blow.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

ATROPHY HORN
Throws bombs at the enemy that may cause them to experience Darkness.

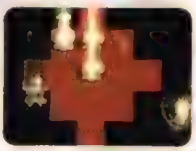
LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

HEALING HARP
The soothing sounds of the harp allow HP to be recovered.



LV1 - 4 MP LV2 - 12 MP LV3 - 36 MP

MIND BUSTER
Reduces the enemy's magic points.

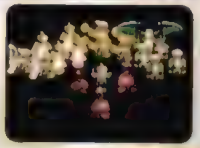


LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

SPEED OCARINA
After listening to Poco trying to play the ocarina, a character's agility will increase.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

ORCHESTRA HIT
Complete with tails, Poco will deliver a sonic wave that weakens most foes.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

Tosh

OUKA-RAIBAKU-ZEN

This rapid-fire sword attack, complete with cherry blossoms, is one of Tosh's best skills.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

JUUBAKUKEN

This basic, yet very effective, sword attack will leave most enemies paralyzed.

LV1 - 6 MP LV2 - 12 MP LV3 - 24 MP

SHINKU-ZEN

Allows Tosh to attack an enemy that is two squares in front of him.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

KOEI-ZEN

This attack reduces the enemy's defensive ability.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

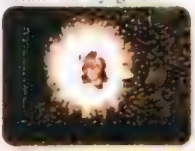
TOHA-ZEN

Tosh will deliver a critical hit to the enemy, despite any armor they have equipped.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

KISHINHO

Tosh will absorb the enemy attack, and counter with Ryugaken.



LV1 - 16 MP LV2 - 31 MP LV3 - 64 MP

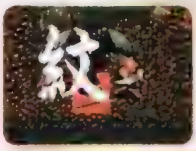
RYUGAKEN

Releases any damaged that Tosh received. Use with Kishinho.

LV1 - 31 MP LV2 - N/A LV3 - N/A

MONJI SLASH

Steals hit points from the enemy, and lowers their stats.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

Gogen

EXPLOSION

This spell encloses the enemy in an explosion of flames.

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

DREAM KNOCK

With a few thumps of his cane, most enemies are off to slumber land.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

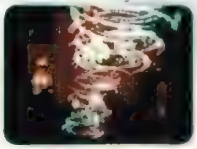
DIAMOND DUST

This destructive snowstorm hurls ice shards at the enemy.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

WIND SLASH

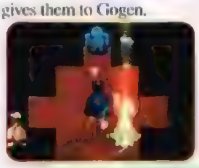
Gogen whips up a violent windstorm to unleash on any foe.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

ROB MIND

Steals magic points from the enemy and gives them to Gogen.



LV1 - 0 MP LV2 - 1 MP LV3 - 2 MP

THUNDER STORM

This violent storm unleashes a number of electrical discharges to fry the enemy.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

TELEPORT

Moves Gogen, and any ally that is close to him, to a new location.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

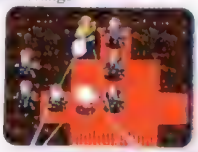
EARTHQUAKE

Causes a rock pillar to smash into an unsuspecting monster.

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

Iga

TAIMA-KODAN
Send a laser bomb to any foe that is within range



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

SHINGAN-HO
Makes enemies unable to move for a period of time

LV1 - 5 MP LV2 - 10 MP LV3 - 20 MP

SENPU-GEKISHU
Iga does a devastating foot sweep to enemies that are standing too close to him

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

RYUSEI-BAKU
After engulfing enemies in a tornado, Iga teaches them all about gravity.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

KIJINRYU-EIHA
Iga throws an energized figure of himself at the enemy.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

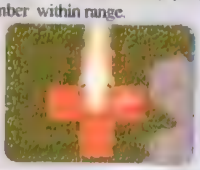
MESSHO-REPPA
Wipes out any enemy if their level is lower than Iga's.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

AMAJDAR FIST
Causes the enemy to lose hit points every turn.

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

CURE
Used to heal the HP of any party member within range.



LV1 - 7 MP LV2 - 14 MP LV3 - 28 MP

Guardian Forces

Mofly

MAKE BOLT
Mofly will attack the enemy with a lightning bolt.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

CREATION
The mighty Mofly will cause critical damage to the enemy

LV1 - 12 MP LV2 - 24 MP LV3 - 48 MP

GROUND SHIELD
Protects against the enemy's special abilities

LV1 - 3 MP LV2 - 9 MP LV3 - 28 MP

EXPAND RANGE
Increases range that the character can travel

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

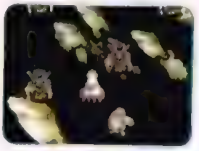
DISTRACT RANGE
Decrease the enemy's range.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

CHARGE
Raises Mofly's attack ability.

LV1 - 2 MP LV2 - N/A LV3 - N/A

MUD STORM
Hurls rocks at unsuspecting foes.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

EARTHQUAKE
Causes a rock pillar to smash into an unsuspecting monster

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

Kelack

CURE
Used to heal the HP of any party member within range.

LV1 - 7 MP LV2 - 14 MP LV3 - 28 MP

REFRESH
Heals a character from abnormal status.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

CHARGE
Raises Kelack's attack ability.

LV1 - 2 MP LV2 - N/A LV3 - N/A

SPEED UP
Increases the character's agility.

LV1 - 2 MP LV2 - 4 MP LV3 - 8 MP

SPEED DOWN
Decreases the enemy's agility.

LV1 - 2 MP LV2 - 4 MP LV3 - 8 MP

ACID BREATH
Nothing like the sweet smell of acid breath in the morning.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

DISPEL
Puts souls to rest.

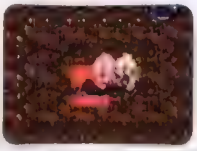
LV1 - 8 MP LV2 - 24 MP LV3 - 72 MP

TRIPLE ATTACK
With three Kelacks attacking, it will be impossible for an enemy to escape.

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

Hemo-ji

HEMO-JI FINGER
Turns the enemy into a Hemo-ji



LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

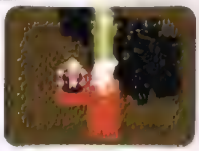
CONFUSION
This storm usually confuses the enemy.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

CHANGE ENEMY
This light belt will change the enemy's class.

LV1 - 5 MP LV2 - 10 MP LV3 - 20 MP

MIND BUSTER
Reduces the enemy's magic points.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

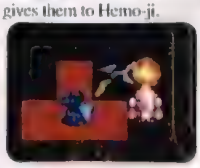
MAGIC SHIELD
Protects against the enemy's special abilities.

LV1 - 8 MP LV2 - 24 MP LV3 - 72 MP

DARK BREATH
Makes the enemy suffer from his extremely dark breath.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

ROB MIND
Steals magic points from the enemy and gives them to Hemo-ji.



LV1 - 0 MP LV2 - 1 MP LV3 - 2 MP

CHONGARA BOMB
Chongara will drop a few bombs from the Silver Noah.

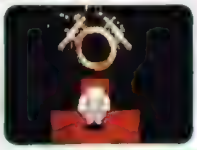
LV1 - 16 MP LV2 - 31 MP LV3 - 64 MP

Fu-jin

CHARGE
Raises Fu-jin's attack ability.

LV1 - 2 MP LV2 - N/A LV3 - N/A

STRIKE POWER
Temporarily increases the character's attack.

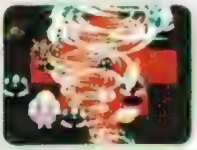


LV1 - 3 MP LV2 - 6 MP LV3 - 12 MP

WIND SLASH
This destructive wind storm will rip through most enemies.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

TORNADO
This big tornado will blast many foes.



LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

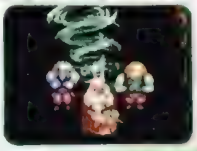
NICE CATCH
Increases ability to catch items.

LV1 - 2 MP LV2 - 4 MP LV3 - 8 MP

DESTRUCTION
Decreases the enemy's power to use their special abilities.

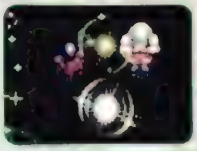
LV1 - 3 MP LV2 - 6 MP LV3 - 12 MP

FURAIHA
When Fu-jin and Rai-jin surround an enemy, this ability can be used.



LV1 - 12 MP LV2 - 24 MP LV3 - 48 MP

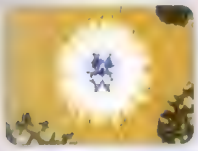
SUPER NOVA
This bright flash will damage all enemies.



LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

Rai-jin

CHARGE
Raises Rai-jin's attack ability.

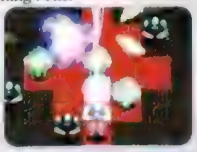


LV1 - 2 MP LV2 - N/A LV3 - N/A

PROTECTION
Temporarily increases the character's defense.

LV1 - 4 MP LV2 - 8 MP LV3 - 16 MP

THUNDER STORM
Blast any enemy with a series of lightning bolts.



LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

THUNDER BREATH
Allows the enemy to smell Rai-jin's thunderous breath.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

MISS CATCH
Decreases the enemy's ability to catch items thrown at them.

LV1 - 2 MP LV2 - 4 MP LV3 - 8 MP

MIGHT MIND
Temporarily increases the character's magic power.

LV1 - 2 MP LV2 - 4 MP LV3 - 8 MP

FURAIHA
When Rai-jin and Fu-jin surround an enemy, this ability can be used.

LV1 - 12 MP LV2 - 24 MP LV3 - 48 MP

SUPER NOVA
This bright flash will damage all enemies.

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

TRANSFER

le can shape-shift to become just ke a friend or foe.

LV1 - 6 MP LV2 - 12 MP LV3 - 24 MP

Items

he following few pages detail some of the many (and we do mean many) items that are found in ***ARC II***. ems usually gain levels, if they are equipped to a character. As an item gains a level, sometimes their name id stats will change. For example, the Claw, as its level increases, will become Killer Claw, Slayer Claw, id finally the Bitch Claw. However, only an item's default name and levels will be listed on these pages. he following will describe the information listed on these charts:

Displays an icon of the item and the item's name. If the item can be equipped by a character, then the background will be white with black text.

If the item can only be equipped by a captured monster, then the background will be red with white text.

Displays which characters can equip the item.

Battle Armor	Beat Attacker

LVL: 1/10 ATK: — DEF: 12/25

Displays the following stats: LVL (level), ATK (attack), DEF (defense), Attribute (if any).

LV: — ATK: — DEF: 12 MAG: — AGI: — MOV: —

Damage Target	No Effects

The left description shows what effect the item will have when it is thrown at the enemy. The right description shows what effect it will have when it is equipped to the character.

Displays what effect it will have on the following stats: LV (level), ATK (attack), DEF (defense), MAG (magic), AGI (agility), and MOV (movement, also known as range).

Amethyst	LVL: 0/0	ATK: —	DEF: 1/1	
Damage Target	Recover HP			LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Ancient Ring	LVL: 0/0	ATK: —	DEF: 5/5	
Increase Magic	Increase Magic Ability			LV: — ATK: — DEF: 5 MAG: 6 AGI: — MOV: —
Ancient Spear	LVL: 1/10	ATK: 5/10	DEF: —	
Damage Target	Attack			LV: — ATK: 5 DEF: — MAG: — AGI: — MOV: —
Anti Hemo-ji	LVL: 0/0	ATK: —	DEF: 4/4	
Damage Target	Dodge			LV: — ATK: — DEF: 4 MAG: — AGI: — MOV: —
Antidote Nut	LVL: 1/1	ATK: —	DEF: 1/1	
Recover	Dodge			LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Antidote Ring	LVL: 0/0	ATK: —	DEF: 4/4	
Damage Target	Dodge			LV: — ATK: — DEF: 4 MAG: — AGI: — MOV: —
Atrophy Ball	LVL: 1/1	ATK: —	DEF: 1/1	
Stat Change	No Effects			LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Attack Bottle	LVL: 1/1	ATK: —	DEF: 1/1	
Stat Change	Dodge			LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Ax	LVL: 1/10	ATK: 5/10	DEF: —	
Damage Target	No Effects			LV: — ATK: 5 DEF: — MAG: — AGI: — MOV: —
Battle Armor	LVL: 1/10	ATK: —	DEF: 12/25	
Damage Target	No Effects			LV: — ATK: — DEF: 12 MAG: — AGI: — MOV: —
Battle Ax	LVL: 1/12	ATK: 16/38	DEF: —	
Damage Target	No Effects			LV: — ATK: 16 DEF: — MAG: — AGI: — MOV: —
Beastbasher	LVL: 1/10	ATK: 5/10	DEF: —	
Damage Target	No Effects			LV: — ATK: 5 DEF: — MAG: — AGI: — MOV: —
Beat Attacker	LVL: 1/10	ATK: 7/14	DEF: —	
Damage Target	No Effects			LV: — ATK: 7 DEF: — MAG: — AGI: — MOV: —
Bitter Leaf	LVL: 1/1	ATK: —	DEF: 1/1	
Stat Change	Dodge			LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Black Card	LVL: 1/10	ATK: 6/12	DEF: —	
Damage Target	No Effects			LV: — ATK: 6 DEF: — MAG: — AGI: — MOV: —

Black Powder	LVL: 1/1	ATK: —	DEF: 1/1	
Stat Change		No Effects		LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Black Suit	LVL: 4/14	ATK: —	DEF: 17/34	
Damage Target		Increase Dodging Ability		LV: — ATK: — DEF: 17 MAG: — AGI: — MOV: —
Blade	LVL: 1/10	ATK: 12/25	DEF: —	
Damage Target		No Effects		LV: — ATK: 12 DEF: — MAG: — AGI: — MOV: —
Blade Guard	LVL: 1/10	ATK: —	DEF: 5/10	
Damage Target		No Effects		LV: — ATK: — DEF: 5 MAG: — AGI: — MOV: —
Blind Grass	LVL: 1/1	ATK: —	DEF: 1/1	
Stat Change		No Effects		LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Blood Sickle	LVL: 1/8	ATK: 9/16	DEF: —	
Damage Target		No Effects		LV: — ATK: — DEF — MAG — AGI: — MOV: —
Blue Jewelry	LVL: 0/0	ATK: —	DEF: 3/3	
Damage		No Effects		LV: — ATK: — DEF: 3 MAG: — AGI: — MOV: —
Bomb	LVL: 0/0	ATK: —	DEF: 0/0	
Damage Target		No Effects		LV: — ATK: — DEF: — MAG: — AGI: — MOV: —
Book of Cravis	LVL: 0/0	ATK: —	DEF: 6/6	
Damage Target		Increase Status Protect		LV: — ATK: — DEF: 6 MAG: — AGI: — MOV: —
Book of Flower	LVL: 0/0	ATK: —	DEF: 5/5	
Damage Target		Increase Dodging Ability		LV: — ATK: — DEF: 5 MAG: — AGI: — MOV: —
Book of Marin	LVL: 0/0	ATK: —	DEF: 7/7	
Damage Target		Increase Item Find		LV: — ATK: — DEF: 7 MAG: — AGI: — MOV: —
Boots	LVL: 1/10	ATK: 8/17	DEF: —	
Damage Target		No Effects		LV: — ATK: 8 DEF: — MAG: — AGI: — MOV: —
Borpal Club	LVL: 1/10	ATK: 12/25	DEF: —	
Damage Target		No Effects		LV: — ATK: 12 DEF: — MAG: — AGI: — MOV: —
Brass Knuckle	LVL: 1/6	ATK: 16/26	DEF: —	
Damage Target		No Effects		LV: — ATK: 16 DEF: — MAG: — AGI: — MOV: —
Brave Crest	LVL: 0/0	ATK: —	DEF: 5/5	
Increase Max MP		Heal MP each turn		LV: — ATK: — DEF: 5 MAG: — AGI: — MOV: —

Bravery Wings								
LVL: 0/0	ATK: —	DEF: 11/11	LV: —	ATK: 8	DEF: 11	MAG: 8	AGI: 4	MOV: 1
Damage Target	Increase Most Stats							
Breaker								
LVL: 1/10	ATK: 16/34	DEF: —	LV: —	ATK: 16	DEF: —	MAG: —	AGI: —	MOV: —
Damage Target	No Effects							
Broken Dagger								
LVL: 4/10	ATK: 5/8	DEF: —	LV: —	ATK: 5	DEF: —	MAG: —	AGI: —	MOV: —
Damage Target	No Effects							
Bronze Guard								
LVL: 1/10	ATK: —	DEF: 6/12	LV: —	ATK: —	DEF: 6	MAG: —	AGI: —	MOV: —
Damage Target	No Effects							
Chain Flail								
LVL: 1/8	ATK: 11/20	DEF: —	LV: —	ATK: 11	DEF: —	MAG: —	AGI: —	MOV: —
Damage Target	No Effects							
Chain Guard								
LVL: 1/8	ATK: —	DEF: 6/11	LV: —	ATK: —	DEF: 6	MAG: —	AGI: —	MOV: —
Damage Target	No Effects							
Charm								
LVL: 8/12	ATK: —	DEF: 7/9	LV: —	ATK: —	DEF: 7	MAG: —	AGI: —	MOV: —
Damage Target	No Effects							
Charm Suit								
LVL: 1/10	ATK: —	DEF: 10/21	LV: —	ATK: —	DEF: 10	MAG: —	AGI: —	MOV: —
Damage Target	No Effects							
Cheer Nettle								
LVL: 1/1	ATK: —	DEF: 1/1	LV: —	ATK: —	DEF: 1	MAG: —	AGI: —	MOV: —
Cause Counterattack	No Effects							
Claw								
LVL: 1/12	ATK: 6/14	DEF: —	LV: —	ATK: 6	DEF: —	MAG: —	AGI: —	MOV: —
Damage Target	No Effects							
Cloth Shoes								
LVL: 1/12	ATK: 3/7	DEF: —	LV: —	ATK: 3	DEF: —	MAG: —	AGI: —	MOV: —
Damage Target	No Effects							
Cloth Wrap								
LVL: 1/10	ATK: —	DEF: 6/12	LV: —	ATK: —	DEF: 6	MAG: —	AGI: —	MOV —
Damage Target	No Effects							
Crash Cymbals								
LVL: 1/10	ATK: 12/25	DEF: —	LV: —	ATK: 12	DEF: —	MAG: —	AGI: —	MOV: —
Damage Target	No Effects							
Cure-All								
LVL: 0/0	ATK: —	DEF: 1/1	LV: —	ATK: —	DEF: 1	MAG: —	AGI: —	MOV: —
Normalize Status	Increase Status Protect							
Dagger								
LVL: 1/8	ATK: 2/3	DEF: —	LV: —	ATK: 2	DEF: —	MAG: —	AGI: —	MOV: —
Damage Target	No Effects							

Dagger Boots	LVL: 1/8	ATK: 14/26	DEF: —	
Damage Target	No Effects			LV: — ATK: 14 DEF: — MAG: — AGI: — MOV: —
Dark Sickle	LVL: 1/10	ATK: 12/25	DEF: —	
Damage Target	No Effects			LV: — ATK: — DEF: — MAG: — AGI: — MOV: —
Death Mask	LVL: 1/10	ATK: 10/21	DEF: —	
Damage Target	No Effects			LV: — ATK: — DEF: — MAG: — AGI: — MOV: —
Destiny Mantle	LVL: 1/10	ATK: —	DEF: 6/12	
Damage Target	No Effects			LV: — ATK: — DEF: 6 MAG: — AGI: — MOV: —
Diel's Fang	LVL: 0/0	ATK: —	DEF: 5/5	
Damage Target	Increase Counteratk			LV: — ATK: — DEF: 5 MAG: — AGI: — MOV: —
Dimension Gun	LVL: 2/10	ATK: 13/25	DEF: —	
Damage Target	No Effects			LV: — ATK: 13 DEF: — MAG: — AGI: — MOV: —
Dino Fang	LVL: 1/12	ATK: 15/35	DEF: —	
Damage Target	No Effects			LV: — ATK: 15 DEF: — MAG: — AGI: — MOV: —
Dragon Boots	LVL: 2/6	ATK: 18/26	DEF: —	
Damage Target	No Effects			LV: — ATK: 18 DEF: — MAG: — AGI: — MOV: —
Dragon Whip	LVL: 1/15	ATK: 12/33	DEF: —	
Damage Target	No Effects			LV: — ATK: 12 DEF: — MAG: — AGI: — MOV: —
Emblem of Lark	LVL: 0/0	ATK —	DEF: 4/4	
Damage Target	Dodge			LV: — ATK: — DEF: 4 MAG: — AGI: — MOV: —
Emblem of Tery	LVL: 0/0	ATK: —	DEF: 9/9	
Damage Target	Increase Offense Ability			LV: — ATK: 5 DEF: 9 MAG: — AGI: — MOV: —
Emerald	LVL: 0/0	ATK: —	DEF: 7/7	
Damage Target	Returns Abnormal States to Normal			LV: — ATK: — DEF: 7 MAG: — AGI: — MOV: —
Evil Mask	LVL: 1/1	ATK: 14/14	DEF: —	
Damage Target	No Effects			LV: — ATK: — DEF: — MAG: — AGI: — MOV: —
Eye Drop	LVL: 1/1	ATK: —	DEF: 1/1	
Recover	Dodge			LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Fang	LVL: 1/12	ATK: 6/14	DEF: —	
Damage Target	No Effects			LV: — ATK: 6 DEF: — MAG: — AGI: — MOV —

Flail	LVL: 1/10	ATK: 7/14	DEF: —	
Damage Target		No Effects		LV: — ATK: 7 DEF: — MAG: — AGI: — MOV: —
FlameTrident	LVL: 4/6	ATK: 8/9	DEF: —	
Damage Target		No Effects		LV: — ATK: 8 DEF: — MAG: — AGI: — MOV: —
Full Power Fruit	LVL: 0/0	ATK: —	DEF: 1/1	
Increase Ability		Dodge		LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Gauze Wrap	LVL: 1/10	ATK: —	DEF: 3/6	
Damage Target		No Effects		LV: — ATK: — DEF: 3 MAG: — AGI: — MOV: —
Gong Cymbals	LVL: 1/15	ATK: 16/44	DEF: —	
Damage Target		No Effects		LV: — ATK: 16 DEF: — MAG: — AGI: — MOV: —
Green Jewelry	LVL: 0/0	ATK: —	DEF: 3/3	
Damage		No Effects		LV: — ATK: — DEF: 3 MAG: — AGI: — MOV: —
Green Mem Grass	LVL: 1/1	ATK: —	DEF: 1/1	
Recover		Dodge		LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Grenade Gun	LVL: 1/1	ATK: 14/14	DEF: —	
Damage Target		No Effects		LV: — ATK: 14 DEF: — MAG: — AGI: — MOV: —
Grizzle Fang	LVL: 1/10	ATK: 9/19	DEF: —	
Damage Target		No Effects		LV: — ATK: 9 DEF: — MAG: — AGI: — MOV: —
Halberd	LVL: 2/14	ATK: 15/36	DEF: —	
Damage Target		No Effects		LV: — ATK: 15 DEF: — MAG: — AGI: — MOV: —
Hand Ax	LVL: 4/8	ATK: 16/22	DEF: —	
Damage Target		No Effects		LV: — ATK: 16 DEF: — MAG: — AGI: — MOV: —
Hard Nettle	LVL: 1/1	ATK: —	DEF: 1/1	
Recover		Dodge		LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Hawk Statue	LVL: 0/0	ATK: —	DEF: 4/4	
Damage Target		Dodge		LV: — ATK: — DEF: 4 MAG: — AGI: — MOV: —
Heavy Flail	LVL: 1/14	ATK: 10/26	DEF: —	
Damage Target		No Effects		LV: — ATK: 10 DEF: — MAG: — AGI: — MOV: —
Heavy Suit	LVL: 8/10	ATK: none	DEF: 18/21	
Damage Target		No Effects		LV: — ATK: — DEF: 18 MAG: — AGI: — MOV: —

Hell Ax	LVL: 1/12	ATK: 22/52	DEF: —	Damage Target	No Effects	LV: —	ATK: 22	DEF: —	MAG: —	AGI: —	MOV: —
Hell KnuckleArc	LVL: 0/0	ATK: 20/20	DEF: —	Damage Target	Increase Monster Damage	LV: —	ATK: 20	DEF: —	MAG: —	AGI: —	MOV: —
Hell Scope	LVL: 0/0	ATK: —	DEF: 5/5	Damage Target	Assigned to foe	LV: —	ATK: —	DEF: 5	MAG: —	AGI: —	MOV: —
Herb	LVL: 1/1	ATK: —	DEF: 1/1	Recover HP	No Effects	LV: —	ATK: —	DEF: 1	MAG: —	AGI: —	MOV: —
Illusion Robe	LVL: 1/12	ATK: —	DEF: 8/19	Damage Target	No Effects	LV: —	ATK: —	DEF: 8	MAG: —	AGI: —	MOV: —
Iron Dagger	LVL: 1/10	ATK: 6/12	DEF: —	Damage Target	No Effects	LV: —	ATK: 6	DEF: —	MAG: —	AGI: —	MOV: —
Iron Knuckle	LVL: 1/12	ATK: 8/19	DEF: —	Damage Target	No Effects	LV: —	ATK: 8	DEF: —	MAG: —	AGI: —	MOV: —
Jump Nettle	LVL: 1/1	ATK: —	DEF: 1/1	Stat Change	No Effects	LV: —	ATK: —	DEF: 1	MAG: —	AGI: —	MOV: —
King's Image	LVL: 0/0	ATK: —	DEF: 5/5	Damage Target	Increase Exp Points Received	LV: —	ATK: —	DEF: 5	MAG: —	AGI: —	MOV: —
Knife	LVL: 1/10	ATK: 6/12	DEF: —	Damage Target	No Effects	LV: —	ATK: 6	DEF: —	MAG: —	AGI: —	MOV —
Leather Armor	LVL: 1/10	ATK: —	DEF: 9/19	Damage Target	No Effects	LV: —	ATK: —	DEF: 9	MAG: —	AGI: —	MOV: —
Leather Knuckle	LVL: 2/8	ATK: 3/5	DEF: —	Damage Target	No Effects	LV: —	ATK: 3	DEF: —	MAG: —	AGI: —	MOV: —
Leather Protector	LVL: 1/12	ATK: —	DEF: 4/9	Damage Target	No Effects	LV: —	ATK: —	DEF: 4	MAG: —	AGI: —	MOV: —
Leather Shoes	LVL: 1/14	ATK: 5/13	DEF: —	Damage Target	Increase Defense Ability	LV: —	ATK: 5	DEF: 1	MAG: —	AGI: —	MOV: —
Leather Wrap	LVL: 1/10	ATK: —	DEF: 6/12	Damage Target	No Effects	LV: —	ATK: —	DEF: 6	MAG: —	AGI —	MOV: —

Legacy Beads												
LVL: 1/12	ATK: 10/23	DEF: —										
Damage Target	No Effects		LV: —	ATK: —	DEF: —	MAG: —	AGI: —	MOV: —				

Life Nut												
LVL: 0/0	ATK: —	DEF: 2/2										
Increase Max HP	Heals on Use		LV: —	ATK: —	DEF: 2	MAG: —	AGI: —	MOV: —				

Light Ax												
LVL: 1/12	ATK: 10/23	DEF: —										
Damage Target	No Effects		LV: —	ATK: 10	DEF: —	MAG —	AGI: —	MOV: —				

Light Flail												
LVL: 1/15	ATK: 3/8	DEF: —										
Damage Target	No Effects		LV: —	ATK: 3	DEF: —	MAG —	AGI: —	MOV: —				

Light Sickle												
LVL: 1/12	ATK: 3/7	DEF: —										
Damage Target	No Effects		LV: —	ATK: —	DEF: —	MAG —	AGI: —	MOV: —				

Light Spear												
LVL: 2/10	ATK: 13/25	DEF: —										
Damage Target	No Effects		LV —	ATK: 13	DEF: —	MAG: —	AGI: —	MOV: —				

Light Sword												
LVL: 1/12	ATK: 4/9	DEF: —										
Damage Target	No Effects		LV: —	ATK: 4	DEF: —	MAG: —	AGI: —	MOV: —				

Long Sword												
LVL: 4/10	ATK: 19/29	DEF: —										
Damage Target	No Effects		LV: —	ATK: 19	DEF: —	MAG —	AGI: —	MOV: —				

Luck Beads												
LVL: 1/8	ATK: 3/5	DEF: —										
Damage Target	No Effects		LV: —	ATK: —	DEF: —	MAG: —	AGI: —	MOV: —				

Machine Gun												
LVL: 2/14	ATK: 9/21	DEF: —										
Damage Target	No Effects		LV. —	ATK: 9	DEF: —	MAG: —	AGI: —	MOV: —				

Magic Apple												
LVL: 0/0	ATK: —	DEF: 1/1										
Recover MP	Heals on Use		LV: —	ATK: —	DEF: 1	MAG: —	AGI: —	MOV: —				

Magic Canceler												
LVL: 0/0	ATK: —	DEF: 7/7										
Damage Target	Increase Magic Defense		LV: —	ATK: —	DEF: 7	MAG: —	AGI: —	MOV: —				

Magic Leaf												
LVL: 1/1	ATK: —	DEF: 1/1										
Increase Magic	Increase Magic Ability		LV: —	ATK: —	DEF: 1	MAG: 2	AGI: —	MOV: —				

Magic Sprig												
LVL: 0/0	ATK: —	DEF: 2/2										
Increase Max MP	Heal MP each turn		LV: —	ATK: —	DEF: 2	MAG: —	AGI: —	MOV: —				

Mask												
LVL: 1/8	ATK: 2/3	DEF: —										
Damage Target	No Effects		LV: —	ATK: —	DEF: —	MAG: —	AGI: —	MOV: —				

Memory Necklace											
LVL: 0/0	ATK: —	DEF: 9/9									
Damage Target	Increase Status Protect		LV: —	ATK: —	DEF: 9	MAG: —	AGI: —	MOV: —			
Metal Basher											
LVL: 1/12	ATK: 9/21	DEF: —									
Damage Target	No Effects		LV: —	ATK: 9	DEF: —	MAG: —	AGI: —	MOV: —			
Mint											
LVL: 1/1	ATK: —	DEF: 1/1									
Recover	Dodge		LV: —	ATK: —	DEF: 1	MAG: —	AGI: —	MOV: —			
Miracle Card											
LVL: 1/14	ATK: 14/36	DEF: —									
Damage Target	No Effects		LV: —	ATK: 14	DEF: —	MAG: —	AGI: —	MOV: —			
Mirror											
LVL: 0/0	ATK: —	DEF: 4/4									
Damage Target	Dodge		LV: —	ATK: —	DEF: 4	MAG: —	AGI: —	MOV —			
Morning Star											
LVL: 1/12	ATK: 16/38	DEF: —									
Damage Target	No Effects		LV: —	ATK: 16	DEF: —	MAG: —	AGI: —	MOV: —			
Music Book											
LVL: 0/0	ATK: —	DEF: 7/7									
Damage Target	Increase Magic Ability		LV: —	ATK: —	DEF: 7	MAG: 6	AGI: —	MOV: —			
Neba-neba											
LVL: 1/1	ATK: —	DEF: 1/1									
Stat Change	No Effects		LV: —	ATK: —	DEF: 1	MAG: —	AGI: —	MOV: —			
Nettle											
LVL: 1/1	ATK: —	DEF: 1/1									
Recover	Dodge		LV: —	ATK: —	DEF: 1	MAG: —	AGI: —	MOV: —			
Nuru-nuru											
LVL: 1/1	ATK: —	DEF: 1/1									
Stat Change	No Effects		LV: —	ATK: —	DEF: 1	MAG: —	AGI: —	MOV: —			
Odyssey											
LVL: 1/1	ATK: 3/3	DEF: —									
Damage Target	No Effects		LV: —	ATK: 3	DEF: —	MAG: —	AGI: —	MOV: —			
Pad											
LVL: 1/10	ATK: 3/6	DEF: —									
Damage Target	No Effects		LV: —	ATK: 3	DEF: —	MAG: —	AGI: —	MOV: —			
Palo's Nut											
LVL: 1/1	ATK: —	DEF: 1/1									
Increase Agility	Increase Agility		LV: —	ATK: —	DEF: 1	MAG —	AGI: 2	MOV —			
Paralysis Apple											
LVL: 1/1	ATK: —	DEF: 1/1									
Stat Change	No Effects		LV: —	ATK: —	DEF: 1	MAG. —	AGI: —	MOV —			
Partisan											
LVL: 1/12	ATK: 10/23	DEF: —									
Damage Target	No Effects		LV: —	ATK: 10	DEF: —	MAG: —	AGI: —	MOV: —			

Platinum Edge
LVL: 2/12 ATK: 18/38 DEF: —
Damage Target — No Effects
LV: — ATK: 18 DEF: — MAG: — AGI: — MOV: —

Poison
LVL: 1/1 ATK: — DEF: 1/1
Stat Change — No Effects
LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —

Power Arm
LVL: 4/14 ATK: 11/21 DEF: —
Damage Target — Increase Defense
LV: — ATK: 11 DEF: — MAG: — AGI: — MOV: —

Power Club
LVL: 1/10 ATK: 5/10 DEF: —
Damage Target — No Effects
LV: — ATK: 5 DEF: — MAG — AGI: — MOV: —

Power Jelly
LVL: 1/1 ATK: — DEF: 1/1
Recover — Dodge
LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —

Power Nut
LVL: 1/1 ATK: — DEF: 1/1
Increase Attack — Increase Offense Ability
LV: — ATK: 2 DEF: 1 MAG: — AGI: — MOV: —

Power Pad
LVL: 1/10 ATK: 11/23 DEF: —
Damage Target — No Effects
LV: — ATK: 11 DEF: — MAG: — AGI: — MOV: —

Prayer Beads
LVL: 0/0 ATK: — DEF: 6/6
Damage Target — Increase Magic Ability
LV: — ATK: — DEF: 6 MAG: 8 AGI: — MOV: —

Protect Dust
LVL: 1/1 ATK: — DEF: 1/1
Stat Change — No Effects
LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —

Protector
LVL: 1/12 ATK: — DEF: 2/4
Damage Target — No Effects
LV: — ATK: — DEF: 2 MAG: — AGI: — MOV: —

Purple Mem Grass
LVL: 1/1 ATK: — DEF: 1/1
Stat Change — No Effects
LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —

Quick Cane
LVL: 4/14 ATK: 15/28 DEF: none
Damage Target — Increase Defense
LV: — ATK: 15 DEF: — MAG. — AGI: — MOV —

Rad's Nut
LVL: 1/1 ATK: — DEF: 1/1
Stat Change — Dodge
LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —

Raila's Hairpin
LVL: 0/0 ATK: — DEF: 5/5
Increase Defense — Heal MP each turn
KUKURU ONLY
LV: — ATK: — DEF: — MAG: — AGI: — MOV: —

Raila's Mirror
LVL: 0/0 ATK: — DEF: 11/11
Damage Target — Dodge
LV: — ATK: — DEF: 11 MAG. — AGI: — MOV —

Rapier			
LVL: 1/10	ATK: 8/17	DEF: —	
Damage Target	No Effects		

LV: — ATK: 8 DEF: — MAG: — AGI: — MOV: —

Razor Fang			
LVL: 1/8	ATK: 12/22	DEF: —	
Damage Target	No Effects		

LV: — ATK: 12 DEF: — MAG: — AGI: — MOV: —

Reb's Nut			
LVL: 1/1	ATK: —	DEF: 1/1	
Stat Change	No Effects		

LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —

Reco's Grass			
LVL: 1/1	ATK: —	DEF: 3/3	
Increase Defense	No Effects		

LV: — ATK: — DEF: 3 MAG: — AGI: — MOV: —

Recover Fruit			
LVL: 1/1	ATK: —	DEF: 2/2	
Recover HP	No Effects		

LV: — ATK: — DEF: 2 MAG: — AGI: — MOV: —

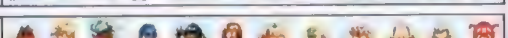
Red Jewelry			
LVL: 0/0	ATK: —	DEF: 3/3	
Damage	No Effects		

LV: — ATK: — DEF: 3 MAG: — AGI: — MOV —

Red Shoes			
LVL: 10/12	ATK: 36/40	DEF: —	
Stat Change	Increase Move Ability		

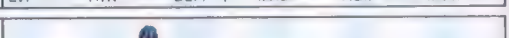
LV: — ATK: 36 DEF: — MAG: — AGI: — MOV: 2

Refreshing Grass			
LVL: 1/1	ATK: —	DEF: 1/1	
Stat Change	No Effects		



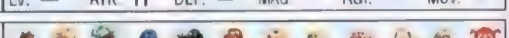
LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —

Refreshing Shoes			
LVL: 1/12	ATK: 11/26	DEF: —	
Damage Target	Restores HP/MP every turn		



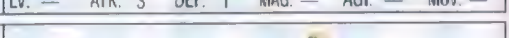
LV: — ATK: 11 DEF: — MAG: — AGI: — MOV: —

Revival Dust			
LVL: 1/1	ATK: —	DEF: 1/1	
Revive	Increase Offense Ability		



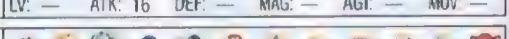
LV: — ATK: 3 DEF: 1 MAG: — AGI: — MOV: —

Ride Cymbals			
LVL: 4/12	ATK: 16/28	DEF: —	
Damage Target	No Effects		



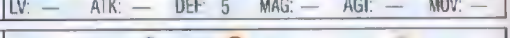
LV: — ATK: 16 DEF: — MAG: — AGI: — MOV: —

Robe			
LVL: 1/10	ATK: —	DEF: 5/10	
Damage Target	No Effects		



LV: — ATK: — DEF: 5 MAG: — AGI: — MOV: —

Rod			
LVL: 1/8	ATK: 6/11	DEF: —	
Damage Target	No Effects		

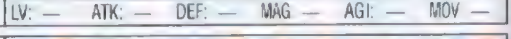


LV: — ATK: 6 DEF: — MAG: — AGI: — MOV: —

Rosary			
LVL: 1/12	ATK: 6/14	DEF: —	
Damage Target	No Effects		

LV: — ATK: — DEF: — MAG: — AGI: — MOV —

Rue's Medicine			
LVL: 1/1	ATK: —	DEF: 1/1	
Recover	Dodge		



LV: — ATK: — DEF: 1 MAG: — AGI: — MOV —

Rune Ax
LVL: 2/10 ATK: 25/48 DEF: —
Damage Target: Attack
LV: — ATK: 25 DEF: — MAG: — AGI: — MOV: —

Samurai Blade
LVL: 1/12 ATK: 18/42 DEF: —
Damage Target: No Effects
LV: — ATK: 18 DEF: — MAG: — AGI: — MOV: —

Sawed Off Shotgun
LVL: 1/8 ATK: 10/18 DEF: —
Damage Target: No Effects
LV: — ATK: 10 DEF: — MAG: — AGI: — MOV: —

Scale Rod
LVL: 1/10 ATK: 12/25 DEF: —
Damage Target: No Effects
LV: — ATK: 12 DEF: — MAG: — AGI: — MOV: —

Seabreeze Harmony
LVL: 0/0 ATK: — DEF: 5/5
Increase Max HP: Recover allies
KUKURU ONLY
LV: — ATK: — DEF: — MAG: — AGI: — MOV: —

Shadow Mask
LVL: 1/10 ATK: 6/12 DEF: —
Damage Target: No Effects
LV: — ATK: — DEF: — MAG: — AGI: — MOV: —

Shimmer Stone
LVL: 0/0 ATK: — DEF: 0/0
Damage Target: No Effects
LV: — ATK: — DEF: — MAG: — AGI: — MOV: —

Short Sword
LVL: 1/12 ATK: 10/23 DEF: —
Damage Target: No Effects
LV: — ATK: 10 DEF: — MAG: — AGI: — MOV: —

Shot Whip
LVL: 1/10 ATK: 4/8 DEF: —
Damage Target: No Effects
LV: — ATK: 4 DEF: — MAG: — AGI: — MOV: —

Shotgun
LVL: 1/10 ATK: 6/12 DEF: —
Damage Target: No Effects
LV: — ATK: 6 DEF: — MAG: — AGI: — MOV: —

Shoulder Grd
LVL: 1/8 ATK: — DEF: 4/7
Damage Target: No Effects
LV: — ATK: — DEF: 4 MAG: — AGI: — MOV: —

Sickle
LVL: 1/12 ATK: 6/14 DEF: —
Damage Target: No Effects
LV: — ATK: — DEF: — MAG: — AGI: — MOV: —

Silver Knife
LVL: 6/8 ATK: 13/15 DEF: —
Damage Target: No Effects
LV: — ATK: 13 DEF: — MAG: — AGI: — MOV: —

Slayer
LVL: 2/8 ATK: 20/33 DEF: —
Damage Target: No Effects
LV: — ATK: 20 DEF: — MAG: — AGI: — MOV: —

Sleep Ball
LVL: 1/1 ATK: — DEF: 1/1
Stat Change: No Effects
LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —

Sleepless Card	LVL: 0/0	ATK: —	DEF: 4/4	
Damage Target		Dodge		LV: — ATK: — DEF: 4 MAG: — AGI: — MOV: —
Snake Whip	LVL: 1/14	ATK: 8/21	DEF: —	
Damage Target		No Effects		LV: — ATK: 8 DEF: — MAG: — AGI: — MOV: —
Soul Dagger	LVL: 1/10	ATK: 14/29	DEF: —	
Damage Target		No Effects		LV: — ATK: 14 DEF: — MAG: — AGI: — MOV: —
Soul Reaper	LVL: 1/10	ATK: 15/31	DEF: —	
Damage Target		No Effects		LV: — ATK: — DEF: — MAG — AGI: — MOV: —
Spear	LVL: 1/10	ATK: 3/6	DEF: —	
Damage Target		No Effects		LV: — ATK: 3 DEF: — MAG: — AGI: — MOV: —
Speed Bottle	LVL: 1/1	ATK: —	DEF: 1/1	
Stat Change		Dodge		LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —
Spirit Blade	LVL: 1/14	ATK: 18/47	DEF: —	
Damage Target		No Effects		LV: — ATK: 18 DEF: — MAG: — AGI: — MOV: —
Spirit Seed	LVL: 1/1	ATK: —	DEF: 1/1	
Stat Change		Dodge		LV: — ATK: — DEF: 1 MAG — AGI: — MOV: —
Splash Cymbals	LVL: 1/14	ATK: 9/23	DEF: —	
Damage Target		No Effects		LV: — ATK: 9 DEF: — MAG: — AGI: — MOV: —
Staff	LVL: 1/14	ATK: 12/31	DEF: —	
Damage Target		No Effects		LV: — ATK: 12 DEF: — MAG: — AGI: — MOV: —
Steel Claw	LVL: 2/8	ATK: 13/22	DEF: —	
Damage Target		No Effects		LV: — ATK: 13 DEF: — MAG: — AGI: — MOV: —
Steel Guard	LVL: 1/12	ATK: —	DEF: 8/19	
Damage Target		No Effects		LV: — ATK: — DEF: 8 MAG: — AGI: — MOV: —
Stone	LVL: 0/0	ATK: —	DEF: 0/0	
Damage Target		No Effects		LV: — ATK: — DEF: — MAG: — AGI: — MOV: —
Strengthen Fruit	LVL: 1/1	ATK: —	DEF: 2/2	
Recover HP		No Effects		LV: — ATK: — DEF: 2 MAG: — AGI: — MOV: —
Sub Machine Gun	LVL: 3/8	ATK: 5/7	DEF: —	
Damage Target		No Effects		LV: — ATK: 5 DEF: — MAG: — AGI: — MOV: —

Sunglasses

LVL: 0/0 ATK: — DEF: 4/4

Damage Target — Dodge

LV: — ATK: — DEF: 4 MAG: — AGI: — MOV: —

Tanzanite

LVL: 0/0 ATK: — DEF: 4/4

Increase Magic — Dodge

LV: — ATK: — DEF: 4 MAG: — AGI: — MOV: —

Tem's Grass

LVL: 1/1 ATK: — DEF: 1/1

Stat Change — No Effects

LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —

Tommy Gun

LVL: 2/8 ATK 11/18 DEF: —

Damage Target — Stat Change

LV: — ATK: 11 DEF: — MAG: — AGI: — MOV: —

Tooth

LVL: 1/10 ATK 9/6 DEF: —

Damage Target — No Effects

LV — ATK: 3 DEF: — MAG: — AGI — MOV: —

Toy Ring

LVL: 0/0 ATK: — DEF: 5/5

Damage Target — Heal MP

LV: — ATK: — DEF: 5 MAG — AGI: — MOV: —

Wand

LVL: 1/14 ATK: 3/7 DEF: —

Damage Target — No Effects

LV: — ATK 3 DEF — MAG: — AGI: — MOV: —

War Staff

LVL: 1/10 ATK: 15/31 DEF: —

Damage Target — No Effects

LV: — ATK 15 DEF: — MAG — AGI: — MOV: —

Weaken Dust

LVL: 1/1 ATK — DEF: 1/1

Stat Change — No Effects

LV: — ATK: — DEF: 1 MAG: — AGI: — MOV: —

Whisper Tonic

LVL: 1/1 ATK: — DEF: 1/1

Stat Change — No Effects

LV — ATK: — DEF: 1 MAG — AGI — MOV: —

Wonder Card

LVL: 1/14 ATK: 10/26 DEF: —

Damage Target — No Effects

LV: — ATK: 10 DEF: — MAG — AGI: — MOV —

Wood Club

LVL: 1/12 ATK: 2/4 DEF: —

Damage Target — No Effects

LV: — ATK 2 DEF: — MAG: — AGI: — MOV: —

Yellow Powder

LVL: 1/1 ATK: — DEF: 1/1

Stat Change — No Effects

LV: — ATK: — DEF: 1 MAG: — AGI: — MOV —

Yellow Ribbon

LVL: 10/12 ATK: — DEF: 19/21

Increase Ability — Heal HP each turn

LV — ATK: — DEF: 19 MAG: — AGI: — MOV: —

Yukari's Crest

LVL: 0/0 ATK: — DEF: 5/5

Cause Counterattack — Heals on Use

LV: — ATK: — DEF: 5 MAG — AGI: — MOV —

Combine and Special Items

The following pages list the Combine and Special Items that can be found in *ARC II*. Below is a list of these items along with a brief description.

Item	Description
Abuser	A double-faced mask used in festival celebrations.
Amaidar Scripture	Lessons learned by the Monks of Amaidar.
Ancient Letter	A cryptic ancient letter from Palencia Castle.
Andel Claim	Enemies struck by this claim to hear Andel's laugh.
Aquamarine	A deep-blue gem that reinforces the wearer's presence of mind and bravery.
Armor Stone	A magic stone Valda the Brave wore on his armor to raise its defense.
Arsenic Mask	A cursed mask that puts the wearer in a state of confusion.
Assassin Dagger	A stealth weapon small enough to conceal in one hand. Deadly.
Astral Pole	An extremely heavy stick that only the strongest can wield.
Ax Bomber	One of the strongest axes available to warriors.
B Ring Armor	Hard leather suit with small blue rings blessed by the Water Guardian.
Backus Sword	The one who wields this sword effectively will defeat many.
Bandit Knife	A knife once owned by a notorious bandit.
Bastard Shot	A shotgun that uses a spinning bullet. Good damage.
Bastard Sword	An immense, powerful sword that can be held with one or both hands.
Battle Stick	3 blades hidden in the handle spring out when used.
Beam Ax	When swung, this ax causes the air to burn. May damage even if it misses.
Bear Claw	A huge glove with bear-like iron claws.
Bear Flail	Only an expert can use this flail to inflict the deadly "Bear's blow".
Black Wear	Enemies lose their senses after striking this battle suit.
Blue Adventurine	A beautiful blue gem that has healing ability.
Blue Flail	An iron ball chained to a blue steel shaft.
Boar Spear	A normal spear with a large blade.
Borak Knife	This knife has two sub-blades that project from the handle.
Brass Knuckle	Battle gloves with brass at the knuckles.
Bronze Key	A key made of bronze.
Cape	Silk cape that protects from magic damage, except from Dark-aligned monsters.
Carnelian	This valuable gem reduces MP cost of abilities.
Cast-Off Ball	Creates a smoke screen to provide for escape.

Item	Description
Cestus	Battle gloves made of hard leather.
Change Staff	This rod is similar to the mirage wand.
Claymore	A two-handed sword with a long, thin blade for slashing opponents.
Cloak	An elegant cloak that carries its wearer into battle in style.
Confusion Jewelry	This jewelry can confuse would-be attackers.
Corpse Edge	A double-edged sword by Amekuni that can cause great damage to foes.
Counter Bracelet	A bracelet of valuable amber. Raises fighting spirit.
Crazy Face	A festival mask that can cause confusion in enemies.
Crescent Ax	An ax with a long shaft, favored by knights.
Crimson Edge	Monji obtained it from an Eastern merchant and passed it to Tosh.
Crown Ax	An ornamental ax commissioned by wealthy landowners.
Crown Knife	A small blade decorated with jewels.
Crush Boots	Heavy boots with iron plates beneath the toes and heels.
Crusty Pads	Hard leather pads for knees and elbows.
Crystal Rod	Beautiful rod of glass-like material, bears carving of the Light Guardian.
Crystal Shoes	Extremely heavy shoes that pack a wallop.
Damocles Blade	A thin, fragile blade by Amekuni that is easily broken.
Dark Aura	The best protective pads, also raise magic ability.
Dark Blade	A dangerous item crafted by a power-wielding, careless lord.
Dark Charm	Darkness raises certain defensive abilities.
Dark Curse	Power of Darkness reduces defense to Dark-attribute attacks.
Dark Smasher	A special knife that causes nerve damage, paralyzing certain enemies.
Dark Staff	An ominous rod made of strange metal and bearing an evil insignia.
Dark Stream	Versatile pole-like stick with possible hidden power.
Dark Weapon	A mysterious sickle with a long shaft.
Death Blade	An evil blade crafted to shatter the power of Light.
Death Brink	This flail can dole out immediate death to opponents.
Death Crimson	High-quality machine gun with a sleep attack.
Death Eraser	Enemies can be defeated with just one strike of this weapon.
Death Illusion	A mysterious card with special power.
Death Needle	A whip embedded with needles.
Death Rosary	A rosary made from many sacred stones.
Decorator	A fancy dress that is imbued with the magic of protection.
Defender	Rather weak weapon, but charmed with a spell that raises owner's defense.
Delta Guard	Rare protector that took 80 years to perfect. Rebounds attacks to enemies.

Item	Description
Diek Gauntlet	Gauntlet for Diekbeck only.
Diek Glove	Gloves for Diekbeck only.
Diek Gun	Machine gun for Diekbeck only.
Diek Gun G	Machine gun for Diekbeck only.
Diek Knuckle	Knuckle for Diekbeck only.
Diek Nail	Spiked claw for Diekbeck only.
Diek Punch	Punch for Diekbeck only.
Double Moon	A dual sickle attached to a long shaft.
Dragon Claw	A glove-like device with dragon claws at the knuckles.
Dragon Katana	One of Amekuni's finest creations, sought after by swordsmen everywhere.
Dragon Saber	Reputed to be crafted from the claw and skin of a legendary dragon.
Dragon Scale	A hard leather armor with dragon scales sewn into it for extra protection.
Dragoon Spear	The spear of the Dragoon of Legend.
Drowned Ax	An ax named after the sound it makes in action. Animals fear it.
Dual Ball	This weapon features two star-shaped balls attached together with chains.
Dual Knife	A short sword with another blade jutting from the shaft.
Earth Blade	A blade blessed with the power of the Earth Guardian.
Earth Charm	Earth Guardian defense against certain attacks.
Earth Curse	Earth Guardian's anger reduces defense to Earth-attribute attacks.
Earth Slicer	The strongest and lightest of Amekuni's creations can prevent enemy attacks.
Elegant Cloak	A magical coat that protects from critical attacks.
Elven Boots	Extremely light shoes that allow quick movement.
Elven Chain	Shining green chain mail rings protect and enhance wearer's range.
Elven Cloak	A magical elven cloak that protects from physical attacks.
Engraved Necklace	Keepsake necklace of the magician's wife. Supposed to be buried with her.
Explosion Cymbals	Brass cymbals that make an explosive gong-like sound.
Extra Rod	A more powerful rod used for martial arts.
Fabulous Fang	This fang reduces enemy defense.
Fabulous Gauntlet	A glove-like device effective against certain enemies.
Fabulous Ring	A ring that can change with wearer from iron to gold. Raises magic ability.
Fabulous Sword	This ancient blade is rumored to have belonged to one of the 7 heroes.
Fake Statue	The magic sealed within the statue creates illusions for opponents to fight.
Falchion	A short, heavy sword good for battles in enclosed spaces.
Fallen Rain	A strand made from the bone fragments of unfortunate enemies.
Fate Sword	Short sword that a doomed couple used to kill themselves.

Item	Description
Feather Staff	Soft, light stick with a blade that cuts with precision.
Fibre Stick	A pole made of light, strong material.
Firangi	A blade blessed with the power of the Fire Guardian.
Fire Charm	Fire Guardian defense against certain attacks.
Fire Curse	Fire Guardian's anger reduces defense to Fire-attribute attacks.
Fire Stick	Metal rod with the emblem of the Fire Guardian. Equipping it gives strength.
Flame Edge	Crafted by Master Amekuni, originally used with Gale.
Flame Tail	Blade with poison applied to the tip.
Flash Saber	It is said that no one facing this sword has lived to tell of it.
Flay's Crest	This emblem makes attackers vulnerable to Light attacks.
Force Staff	A rod used for martial arts.
Frey's Headdress	Gives power to resist all attributes except those Dark-aligned.
Gale Bandanna	Blessed by the Wind Guardian, it allows quicker actions.
Gale Edge	An Eastern sword made by Amekuni, originally used with Flame.
Garland	A pole with steel embedded in it. Great destructive power.
Garnet	This beautiful jewel is a charm against attack. Healing ability.
Glacier Dagger	Dagger slows foes by causing rapid loss of body temperature.
Gladius	One of the major sword-like weapons from ancient times.
God Hunter Crest	A statue given to the ultimate hunter. No special effect.
Goddess Prayer	A bracelet from the Goddess Nafa. Helps magic users.
God's Fist	Gloves once cherished by an Emperor.
Gold Beak	A golden replica of a dangerous monster's beak.
Golden Dragon	A golden short sword crafted from dragon scales.
Grave Basher	An effective ax that's difficult to handle...
Great Item	This is known as a great item, though no one is sure why.
Ground Rod	A metal rod with the Earth Guardian engraved on it.
Hatchet	A small, elegant ax with a worn insignia.
Healing Charm	An ancient charm that healed the wounds of the 7 braves of old.
Heaven's Edge	A mass-produced version of the "mole" blade, this is Amekuni's most recent work.
Hell Crusher	A club nightmarish for opponents.
Hellfire Flail	A flail blessed by the Earth Guardian, formerly owned by a warrior named Dalton.
Hit Scroll	This picture scroll magically raises defensive ability.
Hyper Stick	A long rod similar to a fishing pole. Works like a whip.
Hyper-Boots	Cool, black lace-up shoes with springs in the soles.
Ice Saber	A blade blessed with the power of the Water Guardian.

Item	Description
Instant	Another Amekuni sword that grows stronger and sharper with use.
Iolite	A deep purple jewel that allows escape from crisis.
Iron Beak	A deadly iron beak.
Izuna	An Eastern sword made by Amekuni that grows sharper by absorbing blood.
Junk Bracelet	A hexagonal metal bracelet that assists catch accuracy.
Kaiser Glove	Gloves once cherished by an Emperor.
Kaiser Knuckle	Battle gloves from the emperor.
Kenpo Suit	A kenpo student's suit that increases dodge ability.
Killer Sound	Bright brass cymbals that make an uncomfortable crashing sound.
Killer Spike	The spiky iron ball is attached to the edge of the shaft with chains.
Leaf's Bead	A blessed bead that enables teleportation.
Legend Charm	A very hard shoulder protector borne of an ancient iron golem.
Life Stealer	Causes damage and sucks life from foes as it gains strength.
Light Aura	Maximizes user's fighting ability and surrounds them in white light.
Light Charm	Light Guardian defense against certain attacks.
Light Curse	Light Guardian's anger reduces defense to Light-attribute attacks.
Light Elbow	A spiked elbow protector that protects and increases attack as well.
Light Pole	A light and handy pole.
Light Saber	A legendary sword blessed by the Light Guardian. Improves user's morale.
Light Shoes	Mysteriously effective.
Long Pole	Nicely weighted pole causes good damage in battle.
Long Sword	A very long sword for advanced swordsmen.
Mad Builder	Protective pads with a "darkness" attack.
Magic Card	A special card that raises magic ability.
Magic Gauntlet	Originally fashioned for knights, it is reinforced with iron.
Magic Guard	Enhanced shoulder protector, offers protection against magic.
Magic Nail	Battle gloves with iron claws extending from the knuckles.
Magic Ring	A ring with an ivy pattern. The stone in the center raises magic ability.
Magic Rod	A powerful wizard once used this rod.
Mariel's Bandanna	Improves mental fortitude and results in better counterattack reaction time.
Marion Knife	A dagger-like weapon with poison applied to the blade.
Mattock	A heavy, sharp instrument for crushing rock.
Melody Cap	A merry melody emanates from the cap and increases agility.
Meow Fang	A small, cute fang that most feel is useless.
Meow Shoes	Fairly useless soft and comfortable shoes.

Item	Description
Meow Sword	The name of the previous owner is carved on the blade of this dull sword.
Metal Arm	A metal gauntlet that allows maximum mobility.
Metal Balls	A strand of beads made from metal alloy. Can pierce armor.
Metal Crusher	This heavy, greenish-copper sword can actually crush metals.
Metal Defender	Small protector made of metal that is favored by new fighters and priests.
Metal Fang	A fang-shaped weapon made of steel.
Metal Pads	Metal pads for knees and elbows.
Micro Bomber	Cymbals that make a damaging supersonic wave.
Mirage Wand	A rod used for martial arts. It may have special powers.
Miranda	A mysterious strand of beads that change color with the owner's aura. Blue is best.
Moon Stone	A jewel that emits white-blue light that can bring unexpected luck.
Muse	A hunting spear that can be folded for transport.
Mystic Card	A magician's illusion card that holds special power.
Mystic Dress	Beautiful coat that has little protective power except as a distraction.
Mystic Knife	This knife once belonged to a great magic master.
Necklace	A necklace of clear crystals that shine according to wearer's ability.
Needle Shoes	Shoes with spikes in the soles.
Neutrino Blade	A normal sword, charmed with a spell to make it work on flying enemies.
Nol's Crystal	A treasure from Holn that allows one to store beast power.
Panic Wave	Cymbals make a gong-like sound that paralyzes enemies.
Parade Coat	Beautiful coat that has little protective power except as a distraction.
Paralyzer	A fearsome gun that can cause paralysis or death.
Phalanx	Deadly spear-like weapon that pierces armor well.
Phantom Mask	A frightening mask of a phantom.
Pirom	A regular spear-type weapon with extra heft. Strong attack ability.
Pity	A glove-like device with extended iron claws.
Poisoner	A burial mask that can poison the enemy.
Pole Ax	A combination of spear and ax. Great long-range weapon.
Power Unit 00	Yagos Isle Power Unit for Diek. Non-attribute.
Power Unit 01	Yagos Isle Power Unit for Diek. Adds Ground Shield and Mud Storm abilities.
Power Unit 02	Yagos Isle Power Unit for Diek. Adds Diamond Dust and Refresh abilities.
Power Unit 03	Yagos Isle Power Unit for Diek. Adds Fire Shield and Fire Breath abilities.
Power Unit 04	Yagos Isle Power Unit for Diek. Adds Thunder Storm and Wind Slash abilities.
Power Unit 05	A Power Unit for Diek. Adds Nice Catch and Miss Catch abilities. Found in the Heap Cave-In in Romalia.
Power Unit 06	A Power Unit for Diek. Adds Jump and Easy Shot abilities. Found in Greyshinne Sealed Ruins.

Item	Description
Power Unit 07	A Power Unit for Diek. Adds Cold Breath and Blizzard abilities. Found in Greyshinne Sealed Ruins.
Power Unit 08	A Power Unit for Diek. Adds High Jump and Power Shot abilities. Found in Alatos Sealed Ruins.
Power Unit 09	A Power Unit for Diek. Wind attribute. Adds Thunder Breath and Tornado. Found in Alatos Sealed Ruins.
Power Unit 10	A Power Unit for Diek. Adds Silence and Change Enemy abilities. Found in Brakia Sealed Ruins.
Power Unit 11	A Power Unit for Diek. Earth attribute. Adds Acid Breath and Earthquake abilities. Found in Brakia Sealed Ruins.
Power Unit 12	A Power Unit for Diekbeck from Houfion. Adds 4 abilities. Found in the Heap Cave-In in Romalia.
Power Unit 13	A Power Unit for Diek. Adds 4 abilities including Mind Buster and Explosion. Found in Amigue Sealed Ruins.
Power Unit 14	A Power Unit for Diek. Fire attribute. Adds 4 abilities including Magic Shield and Confusion. Found in Amigue Sealed Ruins.
Power Unit 15	A Power Unit for Diek. Adds 4 abilities including Shock and Power Loss. Found in Balbalard Sealed Ruins.
Power Unit 16	A Power Unit for Diek. Adds 4 abilities including Invincibility and Paralysis. Found in Balbalard Sealed Ruins.
Power Unit 17	A Power Unit for Diek. Adds 4 abilities including Protection and Strike Power. Found in Zariban Sealed Ruins.
Power Unit 18	A Power Unit for Diek. Adds 4 abilities including Invincibility and Super Nova. Found in Zariban Sealed Ruins.
Power Unit 19	A Power Unit for Diek. Adds 4 abilities including Cure and Divide. Found in the Deep Sea Shrine.
Power Wrist	A wrist protector made of a special metal that cushions damage.
Purple Flame	One of Amekuni's first blades. Becomes sharper with use.
Ranger Suit	An enhanced form of the battle suit that increases agility.
Rapier	A long, thin sword for expert swordplay.
Ray Sword	A blade blessed with the power of the Light Guardian.
Rayne	A beautiful sword crafted by Amekuni that refreshes the user.
Revenge Bandanna	Magically allows quicker reaction times to enemies.
Rock Shot	An effective gun that increases user's critical hits.
Romancing Stone	Completed gem made of four fragments. Abilities cost 0 when it's equipped.
Romancing Stone 1	One of four gem shards that make a bigger gem with special power.
Romancing Stone 2	One of four gem shards that make a bigger gem with special power.
Romancing Stone 3	One of four gem shards that make a bigger gem with special power.
Romancing Stone 4	One of four gem shards that make a bigger gem with special power.
Ruby	This deep-red jewel can lead strong warriors to an advanced level.
Rune Blade	Appears when darkness envelops the world, redeems it to light, then disappears.
Rune Guard	An ancient metal protector stamped with a mystical poem.
Salamander	Whip inflicts salamander-like attack.
Sapphire	A beautiful blue gem that plays off the affection of the owner.
Sarissa	A very long spear that's hard to handle.
Scale Legs	Boots with sharp serpent scales on the exterior.
Scale Wand	Very strong rod of serpent skin, with sacred stone embedded in the grip.
Scale Whip	A whip made of elastic scales.

Item	Description
Scimitar	A beautiful, deadly sword with a crescent blade.
Scorpion	A spear good for hunting that can be folded.
Scorpion Tail	This weapon has three star-shaped balls that inflict major damage.
Scourge	An Eastern sword crafted by Amekuni. Emits a soulful wail when used.
Senior Bandanna	This heirloom raises the wearer's defensive ability.
Senior's Wish	This jeweled pendant from the Saryu Elder protects against direct hits.
Shadow Stitcher	"Sews" the enemy's shadow to the ground so they cannot move.
Shell	A necklace of pink coral that is said to bring luck.
Short Pole	A short and handy pole.
Sickle	A short weapon with an L-shaped blade.
Silent Massacre	A mysterious blade that silently smashes enemies.
Silk Belt	A magical belt that helps the wearer gain extra EXP in battles.
Silver Key	A key made of silver.
Silver Sword	A fantastic blade made to defeat evil.
Sixteenth Night	A mass-produced version of Amekuni's Sanguine Lotus sword.
Skill Bracelet	A brown cloth bracelet that raises catch ability.
Skull Mask	A skull mask used in festivals for hundreds of years.
Slasher	The blade is small and curved like an hourglass.
Small Sword	Small and light. Not for serious battle.
Smart Capture	A strong leather whip used to tame monsters.
Smash Pads	Leather protectors for knees and elbows.
Spark Flail	The small, yellow stones embedded in the iron ball put enemies to sleep.
Spatha	A unique, double-bladed sword.
Staff	A normal rod for martial arts.
Stone Boots	Heavy boots with stone soles. Extreme destructive power.
Storm Sword	A blade blessed with the power of the Wind Guardian.
Strange Bomb	A bomb that can have a special effect added.
Stripe	Versatile pole-like stick.
Strong Spear	A normal spear with an extended shaft.
Studded Club	A club studded with metal fragments that can cause great damage.
Studded Leather	A hard leather armor with steel studs for reinforcement.
Styx	A magical fang-like weapon made of steel that can absorb MP.
Summon Pot	A strange pot from the 5th basement of the Forbidden Ruins.
Sun Hat	Hat that channels healing power of the sun, while filtering harmful UV rays.
Super Boots	Shoes with great jumping ability. Raises attack ability.

Item	Description
Super Rod	A sought-after rod used for martial arts.
Sword	A huge, heavy sword suited for expert swordsmen.
Taburl	An easy-to-handle ax with a crescent blade and elegant decoration.
Temporary Shoes	Average shoes, only slightly better than bare feet.
Throw Scroll	This instructional scroll teaches the bearer to throw.
Ticket	A ticket for a memorial ceremony.
Tomahawk	A very strong ax, nearly as sharp as a sword.
Tower Guard	An immense protector that covers the whole body.
Tragedy Glasses	These glasses allow resistance to abnormal statuses.
Tri-Shot	Light shoes with metal-clawed toes designed for close combat.
Unfire	One of Amekuni's first blades, bears the design of a boat and flame.
Unicorn Horn	A necklace fashioned from a unicorn's horn. Said to bring luck.
Violet Necklace	A necklace made from violet threads that lets the wearer walk lightly.
Viper Fang	A poisonous fang from a 25-foot King Viper.
Warpick	Features a long, sharpened edge that can pierce almost anything.
Warrior Charm	A special arm gauntlet that has special abilities for certain wearers.
Water Charm	Water Guardian defense against certain attacks.
Water Curse	Water Guardian's anger reduces defense to Water-attribute attacks.
Water Staff	A metal rod with the Water Guardian engraved on it.
Whirlwind Edge	A very light, advanced version of the Gale blade by Amekuni.
Wind Blade	This blade uses Wind Guardian's power to slash through armor and lower defense.
Wind Charm	Wind Guardian defense against certain attacks.
Wind Curse	Wind Guardian's anger reduces defense to Wind-attribute attacks.
Wind Edge	An Eastern smith made this after a gale. Becomes sharper with use.
Wind Staff	A metal rod with the Wind Guardian engraved on it.
Wing Spear	A normal spear with a quick attack.
Yoshua's Memento	A blessed memento from Arc's Father.
Zebra Ax	An ax named after the design carved on the blade.

Monsters

The monster's *default* stats are listed in the following monster chart. During the course of the game, you may run into a monster whose levels, and therefore stats, may be higher than the ones listed here.

Shows the monster's name along with a picture of the little guy or gal (the chick monsters are meaner).

Details the monster's stats. See the chart below for a description of each.

Displays the following information: Equip, Drop Rate, Drop, and Steal (described below).

Level
Monster's level. The higher the value, the tougher he is to defeat/catch.

Range
The maximum range of the monster. The higher the range, the more ground he can move during each turn.

Hit Points
The number of hits he can endure before he drops.

Magic Points
Monster's magic power. They will be able to execute magical abilities only if the number of hits they have left is greater than the MP value they use magical abilities.

Attack
Monster's attack strength. The higher the number, the more damage he can inflict on you, causing you to lose more hit points.

Magic
Strength of the monster's magic. The higher the number, the more powerful their magical attacks.

Defense
Ability to defend against attacks. The higher the value, the harder it is to wound him.

Agility
Monster's reaction speed. The higher the number, the quicker he can move during combat and the more likely he is able to avoid attacks.

Jump Level
Maximum jump your character during combat. The higher the number, the higher they will be in the air.

Throw Level
Ability to throw items. The higher the number, the more damage they can do to others or how successful they are at hitting them.

CounterAttack Level
Ability to counter an attack. The higher the number, the more likely he will be able to counter a melee or item attack.

Catch Level
Ability to catch items. Dependent on the value, the more likely the monster will catch an item thrown at them. If they catch it, they can use the item, or throw it back.

Ability
Displays the monster's abilities. Some monsters have more than one ability, while others may not have any abilities.

Equip
Displays which item (if any) is initially equipped to the monster. Note that monsters may be able to equip additional weapons or items after they've been captured.

Drop Rate
The percentage that the monster will drop an item.

Drop
The item that the monster may drop.

Steal
The item that the party member may be able to take from the monster.

Acid Cloud

LEVEL	46	ATTACK	24	JUMP LEVEL	2
RANGE	5	MAGIC	22	THROW LEVEL	2
HIT POINTS	116	DEFENSE	15	COUNTERATTACK LEVEL	2
MAGIC POINTS	60	AGILITY	10	CATCH LEVEL	2

Earth — GOZ: 230

ABILITY	Plasma Shock	ABILITY	Sleep Wind
ABILITY	Wide Attack	ABILITY	—
ABILITY	—	EQUIP	Beat Attacker

EXP: 9200 / 1840 — NOL: 4 — DROP RATE: 9 — DROP: Mint — STEAL: Bitter Leaf

Acid Slime

LEVEL	35	ATTACK	19	JUMP LEVEL	2
RANGE	4	MAGIC	19	THROW LEVEL	2
HIT POINTS	117	DEFENSE	14	COUNTERATTACK LEVEL	2
MAGIC POINTS	48	AGILITY	10	CATCH LEVEL	2

Earth — GOZ: 175

ABILITY	Dark Shield	ABILITY	Acid Breath
ABILITY	Self Bomb	ABILITY	—
ABILITY	—	EQUIP	Fang

EXP: 7000 / 1400 — NOL: 3 — DROP RATE: 9 — DROP: Herb — STEAL: Bitter Leaf

Anubis

LEVEL	85	ATTACK	42	JUMP LEVEL	3
RANGE	4	MAGIC	39	THROW LEVEL	3
HIT POINTS	268	DEFENSE	25	COUNTERATTACK LEVEL	3
MAGIC POINTS	110	AGILITY	20	CATCH LEVEL	3

Light — GOZ: 425

ABILITY	Speed Down	ABILITY	Jump Low
ABILITY	Holy Breath	ABILITY	—
ABILITY	—	EQUIP	Light Flail

EXP: 17000 / 3400 — NOL: 8 — DROP RATE: 9 — DROP: Jump Nettle — STEAL: Herb

Arch Fiend

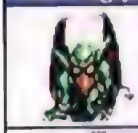
LEVEL	123	ATTACK	79	JUMP LEVEL	2
RANGE	5	MAGIC	28	THROW LEVEL	0
HIT POINTS	386	DEFENSE	62	COUNTERATTACK LEVEL	3
MAGIC POINTS	160	AGILITY	27	CATCH LEVEL	0

ATTRIBUTE: Fire

ABILITY	Dust Ruin	ABILITY	Lightning Bolt
ABILITY	Divide	ABILITY	Rob Mind
ABILITY	Divine Judgment	ABILITY	Super Nova
EQUIP			Boots

EXP: 24600 / 4920 — GOZ: 615 — NOL: 12

Arch Gargoyle



LEVEL	55	ATTACK	29	JUMP LEVEL	0
RANGE	4	MAGIC	27	THROW LEVEL	2
HIT POINTS	177	DEFENSE	18	COUNTERATTACK LEVEL	2
MAGIC POINTS	72	AGILITY	14	CATCH LEVEL	2

Dark — GOZ: 275

ABILITY	Mind Buster	ABILITY	Thunder Storm
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Trident

EXP: 11000 / 2200 — NOL: 5 — DROP RATE: 8 — DROP: Magic Apple — STEAL: Strengthen Fruit

Arch Knight

LEVEL	59	ATTACK	31	JUMP LEVEL	2
RANGE	4	MAGIC	29	THROW LEVEL	2
HIT POINTS	205	DEFENSE	19	COUNTERATTACK LEVEL	2
MAGIC POINTS	76	AGILITY	14	CATCH LEVEL	2

Light — GOZ: 295

ABILITY	Charge	ABILITY	Expand Range
ABILITY	Protection	ABILITY	—
ABILITY	—	EQUIP	Ax

EXP: 11800 / 2360 — NOL: 5 — DROP RATE: 8 — DROP: Rad's Nut — STEAL: Cheer Nettle

Arch Mage

LEVEL	104	ATTACK	29	JUMP LEVEL	0
RANGE	5	MAGIC	27	THROW LEVEL	0
HIT POINTS	245	DEFENSE	52	COUNTERATTACK LEVEL	0
MAGIC POINTS	342	AGILITY	23	CATCH LEVEL	0

— GOZ: 520

ABILITY	Weakness	ABILITY	Poison Wind
ABILITY	Sleep Wind	ABILITY	—
ABILITY	—	EQUIP	Flail

EXP: 20800 / 4160 — NOL: 10 — DROP RATE: 8 — DROP: Mint — STEAL: Cure-All

Ark Ghoul

LEVEL	48	ATTACK	23	JUMP LEVEL	0
RANGE	5	MAGIC	20	THROW LEVEL	3
HIT POINTS	161	DEFENSE	24	COUNTERATTACK LEVEL	3
MAGIC POINTS	66	AGILITY	13	CATCH LEVEL	3

ATTRIBUTE: Fire

ABILITY	Dust Rain	ABILITY	Lightning Bolt
ABILITY	Divide	ABILITY	Rob Mind
ABILITY	Divine Judgment	ABILITY	Super Nova
ABILITY	Death	EQUIP	Boots

EXP: 49600 / 9920 — GOZ: 7440 — NOL: 12

Armor Eater

LEVEL	50	ATTACK	25	JUMP LEVEL	2
RANGE	4	MAGIC	26	THROW LEVEL	2
HIT POINTS	124	DEFENSE	15	COUNTERATTACK LEVEL	2
MAGIC POINTS	66	AGILITY	11	CATCH LEVEL	2

Water — GOZ: 250

ABILITY	Throw Seed	ABILITY	Pollen Attack
ABILITY	Plasma Shock	ABILITY	—
ABILITY	—	EQUIP	Claw

EXP: 10000 / 2000 — NOL: 5 — DROP RATE: 10 — DROP: Bitter Leaf — STEAL: Strengthen Fruit

Assassin

LEVEL	35	ATTACK	20	JUMP LEVEL	2
RANGE	4	MAGIC	19	THROW LEVEL	2
HIT POINTS	118	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	48	AGILITY	10	CATCH LEVEL	2

Wind — GOZ: 175

ABILITY	Bomb Shuriken	ABILITY	Thunder Storm
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Light Sword

EXP: 7000 / 1400 — NOL: 3 — DROP RATE: 14 — DROP: Herb — STEAL: Blade

Assassin Lord

LEVEL	66	ATTACK	34	JUMP LEVEL	2
RANGE	5	MAGIC	31	THROW LEVEL	2
HIT POINTS	211	DEFENSE	21	COUNTERATTACK LEVEL	2
MAGIC POINTS	87	AGILITY	17	CATCH LEVEL	2

ABILITY	Bomb Shuriken	ABILITY	Tornado
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Iron Dagger

Wind SIZE 330

EXP 13200 2640

NXL 6 DROP RATE 8

DROP Strengthen Fruit STEAL Revival Dust

Berserker

LEVEL	48	ATTACK	26	JUMP LEVEL	2
RANGE	5	MAGIC	25	THROW LEVEL	2
HIT POINTS	169	DEFENSE	16	COUNTERATTACK LEVEL	2
MAGIC POINTS	62	AGILITY	12	CATCH LEVEL	2

ABILITY	Charge	ABILITY	Protection
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Battle Ax

Wind SIZE 240

EXP 9600 1920

NXL 4 DROP RATE 3

DROP Battle Ax STEAL Cheer Nettle

Barbarian

LEVEL	30	ATTACK	18	JUMP LEVEL	1
RANGE	4	MAGIC	17	THROW LEVEL	2
HIT POINTS	103	DEFENSE	11	COUNTERATTACK LEVEL	2
MAGIC POINTS	41	AGILITY	8	CATCH LEVEL	2

ABILITY	Speed Up	ABILITY	Grand Shield
ABILITY	Charge	ABILITY	Mud Storm
ABILITY	—	EQUIP	Light Sword

Earth SIZE 150

EXP 6000 1200

NXL 3 DROP RATE 4

DROP Ax STEAL Cheer Nettle

Bishop

LEVEL	120	ATTACK	33	JUMP LEVEL	0
RANGE	4	MAGIC	30	THROW LEVEL	0
HIT POINTS	281	DEFENSE	59	COUNTERATTACK LEVEL	0
MAGIC POINTS	394	AGILITY	26	CATCH LEVEL	0

ABILITY	Weakness	ABILITY	Paralyze Wind
ABILITY	Hold Enemy	ABILITY	Divide
ABILITY	Dispel	EQUIP	Sickle

Light SIZE 600

EXP 24000 4800

NXL 12 DROP RATE 6

DROP Revival Dust STEAL Cure-All

Basilisk

LEVEL	72	ATTACK	36	JUMP LEVEL	2
RANGE	4	MAGIC	38	THROW LEVEL	2
HIT POINTS	175	DEFENSE	18	COUNTERATTACK LEVEL	3
MAGIC POINTS	93	AGILITY	16	CATCH LEVEL	2

ABILITY	Around Attack	ABILITY	Confusion
ABILITY	Petro Wind	ABILITY	—
ABILITY	—	EQUIP	Beat Attacker

Wind SIZE 360

EXP 14400 2880

NXL 7 DROP RATE 12

DROP Nettle STEAL Strengthen Fruit

Black Dragon

LEVEL	50	ATTACK	27	JUMP LEVEL	0
RANGE	5	MAGIC	29	THROW LEVEL	2
HIT POINTS	167	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	65	AGILITY	11	CATCH LEVEL	2

ABILITY	Dark Breath	ABILITY	Poison Breath
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Beat Attacker

Dark SIZE 250

EXP 10000 2000

NXL 5 DROP RATE 8

DROP Antidote Nut STEAL Cure-All

Beast Master

LEVEL	36	ATTACK	12	JUMP LEVEL	2
RANGE	4	MAGIC	14	THROW LEVEL	2
HIT POINTS	85	DEFENSE	21	COUNTERATTACK LEVEL	2
MAGIC POINTS	84	AGILITY	9	CATCH LEVEL	2

ABILITY	Power Shoot	ABILITY	Nice Catch
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle

Earth SIZE 180

EXP 7200 1440

NXL 3 DROP RATE 15

DROP Tem's Grass STEAL Strengthen Fruit

Black Fiend

LEVEL	255	ATTACK	119	JUMP LEVEL	3
RANGE	5	MAGIC	107	THROW LEVEL	3
HIT POINTS	778	DEFENSE	67	COUNTERATTACK LEVEL	3
MAGIC POINTS	323	AGILITY	51	CATCH LEVEL	3

ABILITY	Divide	ABILITY	Fire Breath
ABILITY	Death	ABILITY	Extract
ABILITY	—	EQUIP	Dark Sickle

Dark SIZE 1275

EXP 51000 10200

NXL 25 DROP RATE 2

DROP Bronze Guard STEAL Revival Dust

Behemoth

LEVEL	255	ATTACK	119	JUMP LEVEL	0
RANGE	5	MAGIC	121	THROW LEVEL	3
HIT POINTS	782	DEFENSE	54	COUNTERATTACK LEVEL	3
MAGIC POINTS	321	AGILITY	51	CATCH LEVEL	3

ABILITY	Thunder Breath	ABILITY	Explosion
ABILITY	Divine Judgment	ABILITY	—
ABILITY	—	EQUIP	Beat Attacker

Light SIZE 1275

EXP 51000 10200

NXL 25 DROP RATE 8

DROP Strengthen Fruit STEAL Strengthen Fruit

Black Knight

LEVEL	36	ATTACK	20	JUMP LEVEL	2
RANGE	4	MAGIC	20	THROW LEVEL	2
HIT POINTS	121	DEFENSE	12	COUNTERATTACK LEVEL	2
MAGIC POINTS	48	AGILITY	9	CATCH LEVEL	2

ABILITY	Strike Power	ABILITY	Charge
ABILITY	Swing	ABILITY	Extract
ABILITY	—	EQUIP	Ax

Earth SIZE 180

EXP 7200 1440

NXL 3 DROP RATE 11

DROP Strengthen Fruit STEAL Cheer Nettle

Black Skeleton

LEVEL	30	ATTACK	18	JUMP LEVEL	1
RANGE	4	MAGIC	17	THROW LEVEL	2
HIT POINTS	103	DEFENSE	11	COUNTERATTACK LEVEL	2
MAGIC POINTS	41	AGILITY	8	CATCH LEVEL	2

ABILITY	Speed Up	ABILITY	Plasma Shock
ABILITY	Swing	ABILITY	—
ABILITY	—	EQUIP	Light Flail

Dark | GOZ 150 | EXP 6000 1200 | NOL 3 | DROP RATE 8

DROP: Neba-neba | STEAL: Bomb

Blood Zombie

LEVEL	48	ATTACK	25	JUMP LEVEL	2
RANGE	4	MAGIC	24	THROW LEVEL	2
HIT POINTS	119	DEFENSE	15	COUNTERATTACK LEVEL	2
MAGIC POINTS	62	AGILITY	12	CATCH LEVEL	2

ABILITY	Throw Head	ABILITY	Self Bomb
ABILITY	Sleep Wind	ABILITY	Confusion
ABILITY	—	EQUIP	Ax

Dark | GOZ 240 | EXP 9600 1920 | NOL 4 | DROP RATE 10

DROP: Mint | STEAL: Strengthen Fruit

Black Wraith

LEVEL	52	ATTACK	26	JUMP LEVEL	2
RANGE	5	MAGIC	25	THROW LEVEL	2
HIT POINTS	167	DEFENSE	17	COUNTERATTACK LEVEL	2
MAGIC POINTS	69	AGILITY	12	CATCH LEVEL	2

ABILITY	Sleep Wind	ABILITY	Dark Breath
ABILITY	Mind Buster	ABILITY	—
ABILITY	—	EQUIP	Iron Dagger

Dark | GOZ 260 | EXP 10400 2080 | NOL 5 | DROP RATE 8

DROP: Revival Dust | STEAL: Magic Apple

Blue Phantom

LEVEL	91	ATTACK	43	JUMP LEVEL	2
RANGE	5	MAGIC	40	THROW LEVEL	3
HIT POINTS	284	DEFENSE	27	COUNTERATTACK LEVEL	3
MAGIC POINTS	118	AGILITY	20	CATCH LEVEL	3

ABILITY	Easy Shoot	ABILITY	Diamond Dust
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Shadow Mask

Water | GOZ 455 | EXP 18200 3640 | NOL 9 | DROP RATE 8

DROP: Blue Jewelry | STEAL: Blue Jewelry

Blood Fiend

LEVEL	19	ATTACK	13	JUMP LEVEL	1
RANGE	4	MAGIC	13	THROW LEVEL	1
HIT POINTS	70	DEFENSE	8	COUNTERATTACK LEVEL	1
MAGIC POINTS	28	AGILITY	5	CATCH LEVEL	1

ABILITY	Hold Enemy	ABILITY	Fire Breath
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Wood Club

Fire | GOZ 95 | EXP 3800 760 | NOL 1 | DROP RATE 9

DROP: Neba-neba | STEAL: Neba-neba

Boogie Man

LEVEL	34	ATTACK	11	JUMP LEVEL	2
RANGE	4	MAGIC	10	THROW LEVEL	2
HIT POINTS	88	DEFENSE	21	COUNTERATTACK LEVEL	2
MAGIC POINTS	106	AGILITY	9	CATCH LEVEL	2

ABILITY	Nice Catch	ABILITY	Miss Catch
ABILITY	Diamond Dust	ABILITY	Explosion
ABILITY	—	EQUIP	Light Flail

Water | GOZ 170 | EXP 6800 1360 | NOL 3 | DROP RATE 10

DROP: Nuru-nuru | STEAL: Magic Apple

Blood Hound

LEVEL	255	ATTACK	156	JUMP LEVEL	3
RANGE	6	MAGIC	120	THROW LEVEL	3
HIT POINTS	842	DEFENSE	54	COUNTERATTACK LEVEL	3
MAGIC POINTS	266	AGILITY	51	CATCH LEVEL	3

ABILITY	Fire Shield	ABILITY	Magic Shield
ABILITY	Fire Breath	ABILITY	Tornado
ABILITY	—	EQUIP	Dino Fang

— | GOZ 1275 | EXP 51000 10200 | NOL 25 | DROP RATE 5

DROP: Strengthen Fruit | STEAL: Strengthen Fruit

CAA-5

LEVEL	120	ATTACK	57	JUMP LEVEL	3
RANGE	5	MAGIC	35	THROW LEVEL	3
HIT POINTS	282	DEFENSE	52	COUNTERATTACK LEVEL	3
MAGIC POINTS	243	AGILITY	26	CATCH LEVEL	3

ABILITY	Jump High	ABILITY	Power Shoot
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Iron Knuckle

— | GOZ 600 | EXP 24000 4800 | NOL 12 | DROP RATE 1

DROP: Tommy Gun | STEAL: —

Blood Knight

LEVEL	33	ATTACK	19	JUMP LEVEL	2
RANGE	4	MAGIC	18	THROW LEVEL	2
HIT POINTS	112	DEFENSE	12	COUNTERATTACK LEVEL	2
MAGIC POINTS	45	AGILITY	9	CATCH LEVEL	2

ABILITY	Strike Power	ABILITY	Charge
ABILITY	Swing	ABILITY	—
ABILITY	—	EQUIP	Light Sword

Earth | GOZ 165 | EXP 6600 1320 | NOL 3 | DROP RATE 13

DROP: Herb | STEAL: Cheer Nettle

CAM-6

LEVEL	120	ATTACK	57	JUMP LEVEL	3
RANGE	5	MAGIC	35	THROW LEVEL	3
HIT POINTS	282	DEFENSE	52	COUNTERATTACK LEVEL	3
MAGIC POINTS	243	AGILITY	26	CATCH LEVEL	3

ABILITY	Jump Low	ABILITY	Easy Shoot
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Tommy Gun

— | GOZ 600 | EXP 24000 4800 | NOL 12 | DROP RATE 1

DROP: Tommy Gun | STEAL: —

Chimera

LEVEL	47	ATTACK	32	JUMP LEVEL	0
RANGE	4	MAGIC	26	THROW LEVEL	2
HIT POINTS	166	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	58	AGILITY	13	CATCH LEVEL	2

Light — GOZ 235 — EXP 9400 — MOL 4 — DROP RATE 8

ABILITY	Wind Shield	ABILITY	Strike Power
ABILITY	Mesmerize Breath	ABILITY	—
ABILITY	—	EQUIP	Fang
DROP	Attack Bottle	STEAL	Mint

Dark Monk

LEVEL	66	ATTACK	20	JUMP LEVEL	2
RANGE	4	MAGIC	21	THROW LEVEL	3
HIT POINTS	145	DEFENSE	34	COUNTERATTACK LEVEL	3
MAGIC POINTS	152	AGILITY	15	CATCH LEVEL	3

Dark — GOZ 330 — EXP 13200 — MOL 6 — DROP RATE 11

ABILITY	Power Shoot	ABILITY	Confusion
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Luck Beads
DROP	Green Mem Grass	STEAL	Strengthen Fruit

Cockatrice

LEVEL	46	ATTACK	25	JUMP LEVEL	0
RANGE	4	MAGIC	24	THROW LEVEL	2
HIT POINTS	116	DEFENSE	15	COUNTERATTACK LEVEL	2
MAGIC POINTS	61	AGILITY	13	CATCH LEVEL	2

— GOZ 230 — EXP 9200 — MOL 4 — DROP RATE 9

ABILITY	Expand Range	ABILITY	Petro Breath
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Fang
DROP	Nettle	STEAL	Cure-All

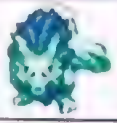
Dark Paladin

LEVEL	72	ATTACK	36	JUMP LEVEL	2
RANGE	4	MAGIC	34	THROW LEVEL	2
HIT POINTS	247	DEFENSE	22	COUNTERATTACK LEVEL	2
MAGIC POINTS	92	AGILITY	17	CATCH LEVEL	2

Dark — GOZ 360 — EXP 14400 — MOL 7 — DROP RATE 7

ABILITY	Charge	ABILITY	Expand Range
ABILITY	Rob Mind	ABILITY	Death
ABILITY	—	EQUIP	Ax
DROP	Cure-All	STEAL	Cheer Nettle

Dark Fang

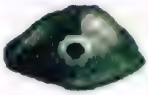


LEVEL	45	ATTACK	30	JUMP LEVEL	2
RANGE	5	MAGIC	25	THROW LEVEL	2
HIT POINTS	160	DEFENSE	12	COUNTERATTACK LEVEL	2
MAGIC POINTS	56	AGILITY	12	CATCH LEVEL	2

Wind — GOZ 225 — EXP 9000 — MOL 4 — DROP RATE 10

ABILITY	Wind Shield	ABILITY	Magic Shield
ABILITY	Thunder Breath	ABILITY	Tornado
ABILITY	—	EQUIP	Iron Knuckle
DROP	Strengthen Fruit	STEAL	Magic Apple

Dark Slime



LEVEL	90	ATTACK	44	JUMP LEVEL	2
RANGE	4	MAGIC	41	THROW LEVEL	3
HIT POINTS	282	DEFENSE	28	COUNTERATTACK LEVEL	3
MAGIC POINTS	117	AGILITY	21	CATCH LEVEL	3

Dark — GOZ 450 — EXP 18000 — MOL 9 — DROP RATE 8

ABILITY	Dark Shield	ABILITY	Acid Breath
ABILITY	Dark Breath	ABILITY	Self Bomb
ABILITY	—	EQUIP	Beat Attacker
DROP	Strengthen Fruit	STEAL	Magic Apple

Dark Hemo-ji

LEVEL	63	ATTACK	31	JUMP LEVEL	3
RANGE	4	MAGIC	30	THROW LEVEL	2
HIT POINTS	201	DEFENSE	20	COUNTERATTACK LEVEL	2
MAGIC POINTS	83	AGILITY	15	CATCH LEVEL	2

— GOZ 315 — EXP 12600 — MOL 6 — DROP RATE 9

ABILITY	Hemo-ji Finger	ABILITY	Sleep Wind
ABILITY	Paralyze Wind	ABILITY	—
ABILITY	—	EQUIP	Light Sword
DROP	Rue's Medicine	STEAL	Power Jelly

Dark Stalker

LEVEL	46	ATTACK	23	JUMP LEVEL	2
RANGE	4	MAGIC	23	THROW LEVEL	2
HIT POINTS	115	DEFENSE	17	COUNTERATTACK LEVEL	2
MAGIC POINTS	61	AGILITY	11	CATCH LEVEL	2

Dark — GOZ 230 — EXP 9200 — MOL 4 — DROP RATE 7

ABILITY	Speed Down	ABILITY	Self Bomb
ABILITY	Silent	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Neba-neba	STEAL	Herb

Dark Mage

LEVEL	55	ATTACK	17	JUMP LEVEL	0
RANGE	5	MAGIC	17	THROW LEVEL	0
HIT POINTS	135	DEFENSE	30	COUNTERATTACK LEVEL	0
MAGIC POINTS	183	AGILITY	13	CATCH LEVEL	0

Dark — GOZ 275 — EXP 11000 — MOL 5 — DROP RATE 8

ABILITY	Weakness	ABILITY	Hold Enemy
ABILITY	Sleep Wind	ABILITY	Death
ABILITY	—	EQUIP	Flail
DROP	Cure-All	STEAL	Strengthen Fruit

Dark Wizard

LEVEL	40	ATTACK	13	JUMP LEVEL	2
RANGE	4	MAGIC	11	THROW LEVEL	2
HIT POINTS	101	DEFENSE	24	COUNTERATTACK LEVEL	2
MAGIC POINTS	124	AGILITY	10	CATCH LEVEL	2

Dark — GOZ 200 — EXP 8000 — MOL 4 — DROP RATE 11

ABILITY	Miss Catch	ABILITY	Wind Slash
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Light Sickle
DROP	Nuru-nuru	STEAL	Tem's Grass

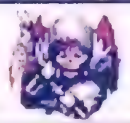
Dark Wraith

LEVEL	38	ATTACK	19	JUMP LEVEL	2
RANGE	4	MAGIC	19	THROW LEVEL	2
HIT POINTS	97	DEFENSE	15	COUNTERATTACK LEVEL	2
MAGIC POINTS	51	AGILITY	9	CATCH LEVEL	2

ABILITY	Poison Wind	ABILITY	Confusion
ABILITY	Self Bomb	ABILITY	—
ABILITY	—	EQUIP	Mask

Dark SIZE 190
EXP 7600 1520
NOL 3 DROP RATE 12 DROP Antidote Nut STEAL Poison

Death Mage



LEVEL	48	ATTACK	15	JUMP LEVEL	0
RANGE	4	MAGIC	14	THROW LEVEL	2
HIT POINTS	119	DEFENSE	28	COUNTERATTACK LEVEL	2
MAGIC POINTS	149	AGILITY	12	CATCH LEVEL	2

ABILITY	Hell Stairs	ABILITY	Poison Wind
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Wand

Dark SIZE 240
EXP 9600 1920
NOL 4 DROP RATE 9 DROP Spirit Seed STEAL Whisper Tonic

Death Devil

LEVEL	70	ATTACK	36	JUMP LEVEL	2
RANGE	4	MAGIC	34	THROW LEVEL	2
HIT POINTS	224	DEFENSE	22	COUNTERATTACK LEVEL	2
MAGIC POINTS	91	AGILITY	16	CATCH LEVEL	3

ABILITY	Invincible	ABILITY	Death
ABILITY	Explosion	ABILITY	—
ABILITY	—	EQUIP	Iron Knuckle

Dark SIZE 350
EXP 14000 2800
NOL 7 DROP RATE 7 DROP Strengthen Fruit STEAL Revival Dust

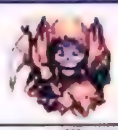
Death Priest

LEVEL	113	ATTACK	32	JUMP LEVEL	0
RANGE	5	MAGIC	27	THROW LEVEL	3
HIT POINTS	266	DEFENSE	57	COUNTERATTACK LEVEL	3
MAGIC POINTS	344	AGILITY	25	CATCH LEVEL	3

ABILITY	Cure	ABILITY	Divide
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Blood Sickle

Dark SIZE 565
EXP 22600 4520
NOL 11 DROP RATE 6 DROP Strengthen Fruit STEAL Strengthen Fruit

Death Druid



LEVEL	49	ATTACK	16	JUMP LEVEL	0
RANGE	4	MAGIC	15	THROW LEVEL	2
HIT POINTS	122	DEFENSE	28	COUNTERATTACK LEVEL	2
MAGIC POINTS	152	AGILITY	12	CATCH LEVEL	2

ABILITY	Earthquake	ABILITY	Divide
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Sickle

Dark SIZE 245
EXP 9800 1960
NOL 4 DROP RATE 9 DROP Magic Apple STEAL Magic Apple

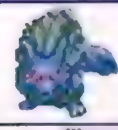
Death Wizard

LEVEL	38	ATTACK	13	JUMP LEVEL	0
RANGE	4	MAGIC	12	THROW LEVEL	2
HIT POINTS	97	DEFENSE	23	COUNTERATTACK LEVEL	2
MAGIC POINTS	119	AGILITY	10	CATCH LEVEL	2

ABILITY	Hell Stairs	ABILITY	Death
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Light Sickle

Dark SIZE 190
EXP 7600 1520
NOL 3 DROP RATE 7 DROP Revival Dust STEAL Magic Apple

Death Hound



LEVEL	33	ATTACK	18	JUMP LEVEL	2
RANGE	4	MAGIC	18	THROW LEVEL	2
HIT POINTS	87	DEFENSE	12	COUNTERATTACK LEVEL	2
MAGIC POINTS	45	AGILITY	10	CATCH LEVEL	2

ABILITY	Charge	ABILITY	Strike Power
ABILITY	Acid Breath	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle

Dark SIZE 165
EXP 6600 1320
NOL 3 DROP RATE 10 DROP Cheer Nettle STEAL Herb

Demi Monk

LEVEL	35	ATTACK	12	JUMP LEVEL	2
RANGE	3	MAGIC	13	THROW LEVEL	2
HIT POINTS	83	DEFENSE	20	COUNTERATTACK LEVEL	2
MAGIC POINTS	82	AGILITY	9	CATCH LEVEL	2

ABILITY	Power Shoot	ABILITY	Poison Wind
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Wand

Dark SIZE 175
EXP 7000 1400
NOL 3 DROP RATE 14 DROP Antidote Nut STEAL Herb

Death Lizard

LEVEL	104	ATTACK	51	JUMP LEVEL	3
RANGE	4	MAGIC	52	THROW LEVEL	3
HIT POINTS	247	DEFENSE	25	COUNTERATTACK LEVEL	3
MAGIC POINTS	133	AGILITY	23	CATCH LEVEL	3

ABILITY	Around Attack	ABILITY	Distract Range
ABILITY	Confusion	ABILITY	Divide
ABILITY	—	EQUIP	Tooth

Dark SIZE 520
EXP 20800 4160
NOL 10 DROP RATE 9 DROP Strengthen Fruit STEAL Strengthen Fruit

Demi-Ogre

LEVEL	91	ATTACK	44	JUMP LEVEL	2
RANGE	4	MAGIC	42	THROW LEVEL	3
HIT POINTS	217	DEFENSE	27	COUNTERATTACK LEVEL	3
MAGIC POINTS	116	AGILITY	21	CATCH LEVEL	3

ABILITY	Destruction	ABILITY	Strike Power
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Light Sword

Fire SIZE 455
EXP 18200 3640
NOL 9 DROP RATE 10 DROP Attack Bottle STEAL Atrophy Ball

Demi-Zombie

Dark	GOZ 250	LEVEL	50	ATTACK	26
EXP 10000	2000	RANGE	5	MAGIC	25
NOL 5	DROP RATE 7	HIT POINTS	124	DEFENSE	16
		MAGIC POINTS	65	AGILITY	12

JUMP LEVEL	2		
THROW LEVEL	2		
COUNTERATTACK LEVEL	2		
CATCH LEVEL	2		
ABILITY	Throw Head	ABILITY	Self Bomb
ABILITY	Petro Wind	ABILITY	Confusion
ABILITY	—	EQUIP	Fang
DROP	Green Mem Grass	STEAL	Magic Apple

Dwarf

Earth	GOZ 240	LEVEL	48	ATTACK	26
EXP 9600	1920	RANGE	4	MAGIC	24
NOL 4	DROP RATE 9	HIT POINTS	157	DEFENSE	15
		MAGIC POINTS	63	AGILITY	12

JUMP LEVEL	2		
THROW LEVEL	2		
COUNTERATTACK LEVEL	2		
CATCH LEVEL	2		
ABILITY	Speed Up	ABILITY	Plasma Shock
ABILITY	Charge	ABILITY	Mud Storm
ABILITY	—	EQUIP	Ax
DROP	Strengthen Fruit	STEAL	Cheer Nettle

Doll Master

Dark	GOZ 50	LEVEL	10	ATTACK	8
EXP 2000	400	RANGE	4	MAGIC	9
NOL 1	DROP RATE 12	HIT POINTS	36	DEFENSE	6
		MAGIC POINTS	15	AGILITY	4

JUMP LEVEL	0		
THROW LEVEL	1		
COUNTERATTACK LEVEL	0		
CATCH LEVEL	1		
ABILITY	Jump Low	ABILITY	Self Bomb
ABILITY	Counter Hang	ABILITY	Mind Buster
ABILITY	—	EQUIP	Leather Knuckle
DROP	Paralysis Apple	STEAL	Refreshing Grass

Earth Devil

Earth	GOZ 180	LEVEL	36	ATTACK	20
EXP 7200	1440	RANGE	4	MAGIC	22
NOL 3	DROP RATE 9	HIT POINTS	123	DEFENSE	11
		MAGIC POINTS	47	AGILITY	9

JUMP LEVEL	2		
THROW LEVEL	2		
COUNTERATTACK LEVEL	2		
CATCH LEVEL	2		
ABILITY	Grand Shield	ABILITY	Strike Power
ABILITY	Protection	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Black Powder	STEAL	Bitter Leaf

Dragon Zombie

Dark	GOZ 230	LEVEL	46	ATTACK	25
EXP 9200	1840	RANGE	4	MAGIC	27
NOL 4	DROP RATE 7	HIT POINTS	155	DEFENSE	13
		MAGIC POINTS	60	AGILITY	11

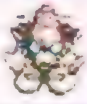
JUMP LEVEL	0		
THROW LEVEL	2		
COUNTERATTACK LEVEL	2		
CATCH LEVEL	2		
ABILITY	Dark Breath	ABILITY	Acid Breath
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Fang
DROP	Cure-All	STEAL	Revival Dust

Earth Giant

Earth	GOZ 505	LEVEL	101	ATTACK	50
EXP 20200	4040	RANGE	4	MAGIC	47
NOL 10	DROP RATE 7	HIT POINTS	317	DEFENSE	30
		MAGIC POINTS	130	AGILITY	22

JUMP LEVEL	3		
THROW LEVEL	3		
COUNTERATTACK LEVEL	3		
CATCH LEVEL	3		
ABILITY	Invincible	ABILITY	Earthquake
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Iron Knuckle
DROP	Strengthen Fruit	STEAL	Bronze Guard

Dragonfly



Fire	GOZ 175	LEVEL	35	ATTACK	19
EXP 7000	1400	RANGE	4	MAGIC	19
NOL 3	DROP RATE 12	HIT POINTS	91	DEFENSE	12
		MAGIC POINTS	46	AGILITY	9

JUMP LEVEL	0		
THROW LEVEL	2		
COUNTERATTACK LEVEL	2		
CATCH LEVEL	2		
ABILITY	Flying Smash	ABILITY	Fire Breath
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Atrophy Ball	STEAL	Herb

Ectoplasm

—	GOZ 570	LEVEL	114	ATTACK	54
EXP 22800	4560	RANGE	5	MAGIC	50
NO. 11	DROP RATE 10	HIT POINTS	353	DEFENSE	33
		MAGIC POINTS	147	AGILITY	25

JUMP LEVEL	3		
THROW LEVEL	3		
COUNTERATTACK LEVEL	3		
CATCH LEVEL	3		
ABILITY	Sleep Wind	ABILITY	Holy Breath
ABILITY	Mind Buster	ABILITY	—
ABILITY	—	EQUIP	Claw
DROP	Mint	STEAL	Mint

Druid

Earth	GOZ 535	LEVEL	107	ATTACK	30
EXP 21400	4280	RANGE	5	MAGIC	31
NOL 10	DROP RATE 10	HIT POINTS	227	DEFENSE	53
		MAGIC POINTS	244	AGILITY	23

JUMP LEVEL	3		
THROW LEVEL	3		
COUNTERATTACK LEVEL	3		
CATCH LEVEL	3		
ABILITY	Power Shoot	ABILITY	Easy Shoot
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Rosary
DROP	Tem's Grass	STEAL	Magic Apple

Elemental

Fire	GOZ 15	LEVEL	3	ATTACK	4
EXP 600	120	RANGE	3	MAGIC	5
NOL 1	DROP RATE 14	HIT POINTS	18	DEFENSE	5
		MAGIC POINTS	7	AGILITY	3

JUMP LEVEL	0		
THROW LEVEL	0		
COUNTERATTACK LEVEL	0		
CATCH LEVEL	0		
ABILITY	Fire Storm	ABILITY	Fire Breath
ABILITY	Mesmerize Breath	ABILITY	Self Bomb
ABILITY	—	EQUIP	Leather Knuckle
DROP	Nuru-nuru	STEAL	Herb

Evil Bat

LEVEL	102	ATTACK	48	JUMP LEVEL	0
RANGE	5	MAGIC	45	THROW LEVEL	0
HIT POINTS	242	DEFENSE	28	COUNTERATTACK LEVEL	0
MAGIC POINTS	131	AGILITY	24	CATCH LEVEL	0

Earth | GOLD 510 | EXP 20400 | 4080 | NOL 10 | DROP RATE 10

ABILITY	Counter Hang	ABILITY	Retaliation
ABILITY	Supersonic	ABILITY	—
ABILITY	—	EQUIP	Fang
DROP	Bitter Leaf	STEAL	Refreshing Grass

Fate Dragon

LEVEL	36	ATTACK	19	JUMP LEVEL	0
RANGE	4	MAGIC	21	THROW LEVEL	2
HIT POINTS	95	DEFENSE	11	COUNTERATTACK LEVEL	2
MAGIC POINTS	46	AGILITY	11	CATCH LEVEL	2

Fire | GOLD 180 | EXP 7200 | 1440 | NOL 3 | DROP RATE 10

ABILITY	Might Mind	ABILITY	Retaliation
ABILITY	Fire Breath	ABILITY	Thunder Breath
ABILITY	—	EQUIP	Pad
DROP	Whisper Tonic	STEAL	Spirit Seed

Evil Bonze

LEVEL	12	ATTACK	9	JUMP LEVEL	1
RANGE	3	MAGIC	10	THROW LEVEL	1
HIT POINTS	40	DEFENSE	6	COUNTERATTACK LEVEL	1
MAGIC POINTS	17	AGILITY	4	CATCH LEVEL	1

Dark | GOLD 60 | EXP 2400 | 480 | NOL 1 | DROP RATE 14

ABILITY	Magic Shield	ABILITY	Self Bomb
ABILITY	Rob Mind	ABILITY	—
ABILITY	—	EQUIP	Wand
DROP	Sleep Ball	STEAL	Spirit Seed

Fighter

LEVEL	12	ATTACK	9	JUMP LEVEL	1
RANGE	4	MAGIC	10	THROW LEVEL	1
HIT POINTS	40	DEFENSE	6	COUNTERATTACK LEVEL	1
MAGIC POINTS	17	AGILITY	4	CATCH LEVEL	1

Water | GOLD 60 | EXP 2400 | 480 | NOL 1 | DROP RATE 14

ABILITY	Charge	ABILITY	Counter Hang
ABILITY	Swing	ABILITY	—
ABILITY	—	EQUIP	Light Sword
DROP	Herb	STEAL	Cheer Nettle

Evil Eye

LEVEL	35	ATTACK	18	JUMP LEVEL	2
RANGE	4	MAGIC	18	THROW LEVEL	2
HIT POINTS	90	DEFENSE	14	COUNTERATTACK LEVEL	2
MAGIC POINTS	47	AGILITY	8	CATCH LEVEL	2

Dark | GOLD 175 | EXP 7000 | 1400 | NOL 3 | DROP RATE 10

ABILITY	Speed Down	ABILITY	Petro Wind
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Dagger
DROP	Nettle	STEAL	Herb

Fire Bird

LEVEL	35	ATTACK	20	JUMP LEVEL	0
RANGE	4	MAGIC	19	THROW LEVEL	2
HIT POINTS	91	DEFENSE	12	COUNTERATTACK LEVEL	2
MAGIC POINTS	47	AGILITY	11	CATCH LEVEL	2

Fire | GOLD 175 | EXP 7000 | 1400 | NOL 3 | DROP RATE 10

ABILITY	Expand Range	ABILITY	Fire Breath
ABILITY	Explosion	ABILITY	—
ABILITY	—	EQUIP	Tooth
DROP	Herb	STEAL	Attack Bottle

Fanged Bat

LEVEL	80	ATTACK	38	JUMP LEVEL	0
RANGE	4	MAGIC	36	THROW LEVEL	0
HIT POINTS	192	DEFENSE	22	COUNTERATTACK LEVEL	0
MAGIC POINTS	103	AGILITY	20	CATCH LEVEL	0

— | GOLD 400 | EXP 16000 | 3200 | NOL 8 | DROP RATE 30

ABILITY	Counter Hang	ABILITY	Supersonic
ABILITY	Paralyze Breath	ABILITY	—
ABILITY	—	EQUIP	Fang
DROP	Rue's Medicine	STEAL	Paralysis Apple

Fire Golem

LEVEL	30	ATTACK	18	JUMP LEVEL	1
RANGE	4	MAGIC	19	THROW LEVEL	2
HIT POINTS	105	DEFENSE	9	COUNTERATTACK LEVEL	2
MAGIC POINTS	40	AGILITY	7	CATCH LEVEL	2

Fire | GOLD 150 | EXP 6000 | 1200 | NOL 3 | DROP RATE 13

ABILITY	Strike Power	ABILITY	Fire Shield
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Wood Club
DROP	Herb	STEAL	Strengthen Fruit

Farm Hemo-ji

LEVEL	78	ATTACK	38	JUMP LEVEL	3
RANGE	4	MAGIC	36	THROW LEVEL	2
HIT POINTS	246	DEFENSE	24	COUNTERATTACK LEVEL	2
MAGIC POINTS	102	AGILITY	18	CATCH LEVEL	2

— | GOLD 390 | EXP 15600 | 3120 | NOL 7 | DROP RATE 9

ABILITY	Hemo-ji Finger	ABILITY	Poison Wind
ABILITY	Sleep Wind	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Mint	STEAL	Power Jelly

Flesh Flicker

LEVEL	86	ATTACK	42	JUMP LEVEL	2
RANGE	4	MAGIC	39	THROW LEVEL	3
HIT POINTS	205	DEFENSE	25	COUNTERATTACK LEVEL	3
MAGIC POINTS	110	AGILITY	19	CATCH LEVEL	2

Dark | GOLD 430 | EXP 17200 | 3440 | NOL 8 | DROP RATE 10

ABILITY	Throw Head	ABILITY	Self Bomb
ABILITY	Poison Wind	ABILITY	Petro Wind
ABILITY	—	EQUIP	Ax
DROP	Nettle	STEAL	Bomb

Flesh Golem

LEVEL	81	ATTACK	41	JUMP LEVEL	2
RANGE	4	MAGIC	39	THROW LEVEL	2
HIT POINTS	257	DEFENSE	25	COUNTERATTACK LEVEL	2
MAGIC POINTS	105	AGILITY	18	CATCH LEVEL	3

ABILITY	Refresh	ABILITY	Invincible
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Claw

Light — SIZE 405 — EXP 16200 — 3240 — NOL 8 — DROP RATE 8

DROP: Hard Nettle — STEAL: Magic Apple

Gas Cloud

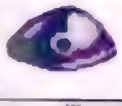
LEVEL	64	ATTACK	32	JUMP LEVEL	2
RANGE	4	MAGIC	30	THROW LEVEL	3
HIT POINTS	156	DEFENSE	19	COUNTERATTACK LEVEL	3
MAGIC POINTS	82	AGILITY	13	CATCH LEVEL	3

ABILITY	Wide Attack	ABILITY	Petro Wind
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Beat Attacker

Wind — SIZE 320 — EXP 12800 — 2560 — NOL 6 — DROP RATE 10

DROP: Nettle — STEAL: Strengthen Fruit

Freezy



LEVEL	27	ATTACK	15	JUMP LEVEL	1
RANGE	3	MAGIC	15	THROW LEVEL	2
HIT POINTS	72	DEFENSE	11	COUNTERATTACK LEVEL	2
MAGIC POINTS	37	AGILITY	8	CATCH LEVEL	2

ABILITY	Cold Breath	ABILITY	Mesmerize Breath
ABILITY	Self Bomb	ABILITY	—
ABILITY	—	EQUIP	Tooth

Water — SIZE 135 — EXP 5400 — 1080 — NOL 2 — DROP RATE 10

DROP: Herb — STEAL: Power Jelly

Gepettoh

LEVEL	74	ATTACK	22	JUMP LEVEL	3
RANGE	4	MAGIC	23	THROW LEVEL	3
HIT POINTS	161	DEFENSE	38	COUNTERATTACK LEVEL	3
MAGIC POINTS	170	AGILITY	17	CATCH LEVEL	3

ABILITY	Power Shoot	ABILITY	Easy Shoot
ABILITY	Poison Wind	ABILITY	—
ABILITY	—	EQUIP	Claw

Dark — SIZE 370 — EXP 14800 — 2960 — NOL 7 — DROP RATE 9

DROP: Antidote Nut — STEAL: Magic Apple

Frost Giant

LEVEL	91	ATTACK	45	JUMP LEVEL	2
RANGE	4	MAGIC	43	THROW LEVEL	3
HIT POINTS	287	DEFENSE	27	COUNTERATTACK LEVEL	3
MAGIC POINTS	117	AGILITY	20	CATCH LEVEL	3

ABILITY	Invincible	ABILITY	Blizzard
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Power Club

Water — SIZE 455 — EXP 18200 — 3640 — NOL 9 — DROP RATE 8

DROP: Speed Bottle — STEAL: Heavy Suit

Ghost

LEVEL	40	ATTACK	20	JUMP LEVEL	2
RANGE	3	MAGIC	20	THROW LEVEL	2
HIT POINTS	101	DEFENSE	15	COUNTERATTACK LEVEL	2
MAGIC POINTS	53	AGILITY	9	CATCH LEVEL	2

ABILITY	Confusion	ABILITY	Wind Slash
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Mask

Wind — SIZE 200 — EXP 8000 — 1600 — NOL 4 — DROP RATE 15

DROP: Green Mem Grass — STEAL: —

Funeral Pyre

LEVEL	38	ATTACK	20	JUMP LEVEL	2
RANGE	4	MAGIC	20	THROW LEVEL	2
HIT POINTS	126	DEFENSE	15	COUNTERATTACK LEVEL	2
MAGIC POINTS	52	AGILITY	10	CATCH LEVEL	2

ABILITY	Fire Shield	ABILITY	Fire Storm
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Claw

Fire — SIZE 190 — EXP 7600 — 1520 — NOL 3 — DROP RATE 10

DROP: Tem's Grass — STEAL: Strengthen Fruit

Ghost Knight

LEVEL	109	ATTACK	53	JUMP LEVEL	3
RANGE	5	MAGIC	49	THROW LEVEL	3
HIT POINTS	368	DEFENSE	32	COUNTERATTACK LEVEL	3
MAGIC POINTS	139	AGILITY	24	CATCH LEVEL	3

ABILITY	Charge	ABILITY	Expand Range
ABILITY	Mind Buster	ABILITY	Death
ABILITY	—	EQUIP	Blade

— SIZE 545 — EXP 21800 — 4360 — NOL 10 — DROP RATE 8

DROP: Magic Apple — STEAL: Cheer Nettle

Gargoyle

LEVEL	14	ATTACK	10	JUMP LEVEL	0
RANGE	4	MAGIC	11	THROW LEVEL	1
HIT POINTS	54	DEFENSE	8	COUNTERATTACK LEVEL	1
MAGIC POINTS	21	AGILITY	6	CATCH LEVEL	1

ABILITY	Speed Up	ABILITY	Speed Down
ABILITY	Charge	ABILITY	—
ABILITY	—	EQUIP	Light Sickle

Dark — SIZE 70 — EXP 2800 — 560 — NOL 1 — DROP RATE 9

DROP: Speed Bottle — STEAL: Cheer Nettle

Ghoul

LEVEL	31	ATTACK	17	JUMP LEVEL	1
RANGE	4	MAGIC	17	THROW LEVEL	2
HIT POINTS	81	DEFENSE	11	COUNTERATTACK LEVEL	2
MAGIC POINTS	41	AGILITY	8	CATCH LEVEL	2

ABILITY	Throw Head	ABILITY	Self Bomb
ABILITY	Paralyze Wind	ABILITY	Sleep Wind
ABILITY	—	EQUIP	Tooth

Dark — SIZE 155 — EXP 6200 — 1240 — NOL 3 — DROP RATE 12

DROP: Rue's Medicine — STEAL: Paralysis Apple

Ghoulgoyle

LEVEL	48	ATTACK	25	JUMP LEVEL	0
RANGE	4	MAGIC	24	THROW LEVEL	2
HIT POINTS	156	DEFENSE	16	COUNTERATTACK LEVEL	2
MAGIC POINTS	63	AGILITY	13	CATCH LEVEL	2

Dark GOZ 240

ABILITY	Speed Up	ABILITY	Speed Down
ABILITY	Charge	ABILITY	—
ABILITY	—	EQUIP	Sickle
EXP 9600	1920		
MOL 4	DROP RATE 7	DROP	Neba-neba
		STEAL	Cheer Nettle

Golem Master

LEVEL	49	ATTACK	16	JUMP LEVEL	2
RANGE	4	MAGIC	17	THROW LEVEL	2
HIT POINTS	111	DEFENSE	27	COUNTERATTACK LEVEL	2
MAGIC POINTS	114	AGILITY	12	CATCH LEVEL	2

Earth GOZ 245

ABILITY	Power Shoot	ABILITY	Miss Catch
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Claw
EXP 9800	1960		
MOL 4	DROP RATE 14	DROP	Nuru-nuru
		STEAL	Strengthen Fruit

Giant Bat

LEVEL	3	ATTACK	3	JUMP LEVEL	0
RANGE	3	MAGIC	5	THROW LEVEL	0
HIT POINTS	15	DEFENSE	3	COUNTERATTACK LEVEL	0
MAGIC POINTS	5	AGILITY	4	CATCH LEVEL	0

Dark GOZ 15

ABILITY	Counter Hang	ABILITY	Retaliation
ABILITY	Supersonic	ABILITY	—
ABILITY	—	EQUIP	Tooth
EXP 600	120		
MOL 1	DROP RATE 15	DROP	Herb
		STEAL	Speed Bottle

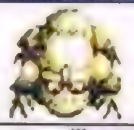
Great Dragon

LEVEL	33	ATTACK	18	JUMP LEVEL	2
RANGE	4	MAGIC	19	THROW LEVEL	2
HIT POINTS	89	DEFENSE	10	COUNTERATTACK LEVEL	2
MAGIC POINTS	43	AGILITY	10	CATCH LEVEL	2

Wind GOZ 165

ABILITY	Wind Shield	ABILITY	Destruction
ABILITY	Might Mind	ABILITY	Fire Breath
ABILITY	—	EQUIP	Tooth
EXP 6600	1320		
MOL 3	DROP RATE 7	DROP	Whisper Tonic
		STEAL	Bitter Leaf

Giant Lizard



LEVEL	47	ATTACK	25	JUMP LEVEL	2
RANGE	4	MAGIC	27	THROW LEVEL	2
HIT POINTS	119	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	62	AGILITY	11	CATCH LEVEL	2

Water GOZ 235

ABILITY	Around Attack	ABILITY	Distract Range
ABILITY	Invincible	ABILITY	—
ABILITY	—	EQUIP	Beat Attacker
EXP 9400	1880		
MOL 4	DROP RATE 10	DROP	Bitter Leaf
		STEAL	Strengthen Fruit

Great Gargoyle

LEVEL	107	ATTACK	52	JUMP LEVEL	0
RANGE	5	MAGIC	48	THROW LEVEL	3
HIT POINTS	333	DEFENSE	31	COUNTERATTACK LEVEL	3
MAGIC POINTS	137	AGILITY	25	CATCH LEVEL	3

Dark GOZ 535

ABILITY	Sleep Wind	ABILITY	Mind Buster
ABILITY	Mistery Beam	ABILITY	—
ABILITY	—	EQUIP	Blood Sickle
EXP 21400	4280		
MOL 10	DROP RATE 8	DROP	Cure-All
		STEAL	Strengthen Fruit

Giant Mummy

LEVEL	28	ATTACK	17	JUMP LEVEL	1
RANGE	4	MAGIC	18	THROW LEVEL	2
HIT POINTS	98	DEFENSE	9	COUNTERATTACK LEVEL	2
MAGIC POINTS	37	AGILITY	7	CATCH LEVEL	2

— GOZ 140

ABILITY	Nice Catch	ABILITY	Miss Catch
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Cloth Shoes
EXP 5600	1120		
MOL 2	DROP RATE 11	DROP	Tem's Grass
		STEAL	Nuru-nuru

Green Slime

LEVEL	4	ATTACK	5	JUMP LEVEL	0
RANGE	3	MAGIC	6	THROW LEVEL	0
HIT POINTS	20	DEFENSE	5	COUNTERATTACK LEVEL	0
MAGIC POINTS	8	AGILITY	3	CATCH LEVEL	0

Wind GOZ 20

ABILITY	Poison Breath	ABILITY	Paralyze Breath
ABILITY	Self Bomb	ABILITY	—
ABILITY	—	EQUIP	Pad
EXP 800	160		
MOL 1	DROP RATE 10	DROP	Herb
		STEAL	Herb

Golden Slime

LEVEL	255	ATTACK	118	JUMP LEVEL	3
RANGE	5	MAGIC	107	THROW LEVEL	3
HIT POINTS	840	DEFENSE	68	COUNTERATTACK LEVEL	3
MAGIC POINTS	323	AGILITY	51	CATCH LEVEL	3

Light GOZ 1275

ABILITY	Cure	ABILITY	Distract Range
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Iron Knuckle
EXP 51000	10200		
MOL 25	DROP RATE 8	DROP	Green Jewelry
		STEAL	Green Jewelry

Griffon

LEVEL	119	ATTACK	75	JUMP LEVEL	0
RANGE	4	MAGIC	58	THROW LEVEL	3
HIT POINTS	400	DEFENSE	27	COUNTERATTACK LEVEL	3
MAGIC POINTS	130	AGILITY	27	CATCH LEVEL	3

Wind GOZ 595

ABILITY	Wind Shield	ABILITY	Magic Shield
ABILITY	Tornado	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
EXP 23800	4760		
MOL 11	DROP RATE 7	DROP	Magic Apple
		STEAL	Strengthen Fruit

Grim Stalker

LEVEL	68	ATTACK	33	JUMP LEVEL	2
RANGE	4	MAGIC	31	THROW LEVEL	3
HIT POINTS	215	DEFENSE	21	COUNTERATTACK LEVEL	2
MAGIC POINTS	89	AGILITY	15	CATCH LEVEL	2

Dark SIZE 340

EXP 13600 2720

NO. 6 DROP RATE 9

ABILITY	Easy Shoot	ABILITY	Sleep Wind
ABILITY	Tornado	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Nuru-nuru	STEAL	Tem's Grass

Hydra

LEVEL	111	ATTACK	54	JUMP LEVEL	0
RANGE	4	MAGIC	56	THROW LEVEL	3
HIT POINTS	350	DEFENSE	26	COUNTERATTACK LEVEL	3
MAGIC POINTS	141	AGILITY	24	CATCH LEVEL	3

Fire SIZE 555

EXP 22200 4440

NO. 11 DROP RATE 10

ABILITY	Thunder Breath	ABILITY	Acid Breath
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Tooth
DROP	Rue's Medicine	STEAL	Strengthen Fruit

Hell Hound

LEVEL	41	ATTACK	22	JUMP LEVEL	2
RANGE	4	MAGIC	21	THROW LEVEL	2
HIT POINTS	136	DEFENSE	14	COUNTERATTACK LEVEL	2
MAGIC POINTS	55	AGILITY	11	CATCH LEVEL	2

Fire SIZE 205

EXP 8200 1640

NO. 4 DROP RATE 11

ABILITY	Jump Low	ABILITY	Fire Breath
ABILITY	Paralyze Breath	ABILITY	—
ABILITY	—	EQUIP	Fang
DROP	Attack Bottle	STEAL	Atrophy Ball

Ice Devil

LEVEL	46	ATTACK	25	JUMP LEVEL	2
RANGE	4	MAGIC	27	THROW LEVEL	2
HIT POINTS	153	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	60	AGILITY	11	CATCH LEVEL	2

Water SIZE 230

EXP 9200 1840

NO. 4 DROP RATE 8

ABILITY	Ice Shield	ABILITY	Magic Shield
ABILITY	Strike Power	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Spirit Seed	STEAL	Magic Apple

High Wizard

LEVEL	60	ATTACK	18	JUMP LEVEL	2
RANGE	4	MAGIC	15	THROW LEVEL	2
HIT POINTS	146	DEFENSE	33	COUNTERATTACK LEVEL	2
MAGIC POINTS	184	AGILITY	14	CATCH LEVEL	2

Water SIZE 300

EXP 12000 2400

NO. 6 DROP RATE 10

ABILITY	Tornado	ABILITY	Divide
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Light Sickle
DROP	Spirit Seed	STEAL	Magic Apple

Ice Fly

LEVEL	66	ATTACK	33	JUMP LEVEL	0
RANGE	4	MAGIC	32	THROW LEVEL	2
HIT POINTS	161	DEFENSE	20	COUNTERATTACK LEVEL	2
MAGIC POINTS	85	AGILITY	16	CATCH LEVEL	3

Water SIZE 330

EXP 13200 2640

NO. 6 DROP RATE 9

ABILITY	Flying Smash	ABILITY	Cold Breath
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Claw
DROP	Neba-neba	STEAL	Strengthen Fruit

Hippogriff

LEVEL	71	ATTACK	36	JUMP LEVEL	0
RANGE	4	MAGIC	33	THROW LEVEL	3
HIT POINTS	226	DEFENSE	21	COUNTERATTACK LEVEL	3
MAGIC POINTS	92	AGILITY	17	CATCH LEVEL	3

Wind SIZE 355

EXP 14200 2840

NO. 7 DROP RATE 7

ABILITY	Wind Shield	ABILITY	Holy Breath
ABILITY	Wind Slash	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Cure-All	STEAL	Speed Bottle

Ifreet

LEVEL	120	ATTACK	58	JUMP LEVEL	3
RANGE	5	MAGIC	54	THROW LEVEL	3
HIT POINTS	374	DEFENSE	34	COUNTERATTACK LEVEL	3
MAGIC POINTS	153	AGILITY	26	CATCH LEVEL	3

Fire SIZE 600

EXP 24000 4800

NO. 12 DROP RATE 3

ABILITY	Invincible	ABILITY	Divine Judgment
ABILITY	Explosion	ABILITY	—
ABILITY	—	EQUIP	Brass Knuckle
DROP	Leather Armor	STEAL	Bomb

Hobgoblin

LEVEL	20	ATTACK	12	JUMP LEVEL	1
RANGE	4	MAGIC	14	THROW LEVEL	1
HIT POINTS	57	DEFENSE	9	COUNTERATTACK LEVEL	2
MAGIC POINTS	27	AGILITY	6	CATCH LEVEL	1

Earth SIZE 100

EXP 4000 800

NO. 2 DROP RATE 10

ABILITY	Destruction	ABILITY	Charge
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Herb	STEAL	Cheer Nettle

Illusion Flame

LEVEL	30	ATTACK	17	JUMP LEVEL	2
RANGE	4	MAGIC	16	THROW LEVEL	2
HIT POINTS	79	DEFENSE	12	COUNTERATTACK LEVEL	2
MAGIC POINTS	41	AGILITY	8	CATCH LEVEL	2

Fire SIZE 150

EXP 6000 1200

NO. 3 DROP RATE 12

ABILITY	Fire Storm	ABILITY	Fire Breath
ABILITY	Fire Shield	ABILITY	Paralyze Breath
ABILITY	Self Bomb	EQUIP	Leather Knuckle
DROP	Nuru-nuru	STEAL	Herb

Iron Golem

LEVEL	55	ATTACK	29	JUMP LEVEL	2
RANGE	4	MAGIC	31	THROW LEVEL	2
HIT POINTS	180	DEFENSE	14	COUNTERATTACK LEVEL	2
MAGIC POINTS	71	AGILITY	12	CATCH LEVEL	2

ABILITY	Strike Power	ABILITY	Protection
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle

— GOZ 275

EXP 11000 2200

MOL 5 DROP RATE 11 DROP Bitter Leaf STEAL Strengthen Fruit

King Lizard

LEVEL	47	ATTACK	25	JUMP LEVEL	2
RANGE	4	MAGIC	27	THROW LEVEL	2
HIT POINTS	119	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	62	AGILITY	11	CATCH LEVEL	2

ABILITY	Around Attack	ABILITY	Distract Range
ABILITY	Destruction	ABILITY	—
ABILITY	—	EQUIP	Tooth

Earth GOZ 235

EXP 9400 1880

MOL 4 DROP RATE 8 DROP Neba-neba STEAL Herb

Killer Wolf

LEVEL	100	ATTACK	49	JUMP LEVEL	3
RANGE	4	MAGIC	45	THROW LEVEL	3
HIT POINTS	313	DEFENSE	29	COUNTERATTACK LEVEL	3
MAGIC POINTS	128	AGILITY	23	CATCH LEVEL	3

ABILITY	Speed Down	ABILITY	Jump Low
ABILITY	Paralyze Breath	ABILITY	—
ABILITY	—	EQUIP	Claw

Earth GOZ 500

EXP 20000 4000

MOL 10 DROP RATE 12 DROP Rue's Medicine STEAL Speed Bottle

King Mummy

LEVEL	84	ATTACK	42	JUMP LEVEL	2
RANGE	4	MAGIC	43	THROW LEVEL	3
HIT POINTS	266	DEFENSE	20	COUNTERATTACK LEVEL	3
MAGIC POINTS	107	AGILITY	19	CATCH LEVEL	3

ABILITY	Nice Catch	ABILITY	Might Mind
ABILITY	Mud Storm	ABILITY	Super Nova
ABILITY	—	EQUIP	Claw

Dark GOZ 420

EXP 16800 3360

MOL 8 DROP RATE 8 DROP Cure-All STEAL Spirit Seed

King Dragon

LEVEL	64	ATTACK	33	JUMP LEVEL	2
RANGE	4	MAGIC	35	THROW LEVEL	2
HIT POINTS	209	DEFENSE	16	COUNTERATTACK LEVEL	2
MAGIC POINTS	82	AGILITY	14	CATCH LEVEL	3

ABILITY	Fire Breath	ABILITY	Acid Breath
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Pad

Fire GOZ 320

EXP 12800 2560

MOL 6 DROP RATE 9 DROP Strengthen Fruit STEAL Bitter Leaf

Knight Stalker

LEVEL	32	ATTACK	18	JUMP LEVEL	1
RANGE	4	MAGIC	18	THROW LEVEL	2
HIT POINTS	109	DEFENSE	11	COUNTERATTACK LEVEL	2
MAGIC POINTS	44	AGILITY	8	CATCH LEVEL	2

ABILITY	Sleep Wind	ABILITY	—
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Light Sickle

Dark GOZ 160

EXP 6400 1280

MOL 3 DROP RATE 10 DROP Mint STEAL Herb

King Gargoyle

LEVEL	255	ATTACK	119	JUMP LEVEL	0
RANGE	6	MAGIC	107	THROW LEVEL	3
HIT POINTS	777	DEFENSE	68	COUNTERATTACK LEVEL	3
MAGIC POINTS	322	AGILITY	51	CATCH LEVEL	3

ABILITY	Sleep Wind	ABILITY	Mind Buster
ABILITY	Misery Beam	ABILITY	Death
ABILITY	—	EQUIP	Partisan

Dark GOZ 1275

EXP 51000 10200

MOL 25 DROP RATE 6 DROP Revival Dust STEAL Strengthen Fruit

Kobold

LEVEL	16	ATTACK	11	JUMP LEVEL	1
RANGE	4	MAGIC	11	THROW LEVEL	1
HIT POINTS	61	DEFENSE	8	COUNTERATTACK LEVEL	1
MAGIC POINTS	23	AGILITY	6	CATCH LEVEL	1

ABILITY	Speed Down	ABILITY	Swing
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Light Flail

Earth GOZ 80

EXP 3200 640

MOL 1 DROP RATE 10 DROP Herb STEAL Herb

King Hemo-ji

LEVEL	47	ATTACK	24	JUMP LEVEL	2
RANGE	4	MAGIC	23	THROW LEVEL	2
HIT POINTS	153	DEFENSE	16	COUNTERATTACK LEVEL	2
MAGIC POINTS	63	AGILITY	12	CATCH LEVEL	2

ABILITY	Hemo-ji Finger	ABILITY	Mind Buster
ABILITY	Confusion	ABILITY	Refresh
ABILITY	—	EQUIP	Partisan

Light GOZ 235

EXP 9400 1880

MOL 4 DROP RATE 9 DROP Green Mem Grass STEAL Power Jelly

Leviathan

LEVEL	95	ATTACK	47	JUMP LEVEL	2
RANGE	4	MAGIC	49	THROW LEVEL	3
HIT POINTS	302	DEFENSE	22	COUNTERATTACK LEVEL	3
MAGIC POINTS	121	AGILITY	20	CATCH LEVEL	3

ABILITY	Cold Breath	ABILITY	Divine Judgment
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Pad

Water GOZ 475

EXP 19000 3800

MOL 9 DROP RATE 9 DROP Strengthen Fruit STEAL Speed Bottle

Lich

LEVEL	255	ATTACK	67	JUMP LEVEL	0
RANGE	6	MAGIC	56	THROW LEVEL	3
HIT POINTS	585	DEFENSE	121	COUNTERATTACK LEVEL	3
MAGIC POINTS	770	AGILITY	51	CATCH LEVEL	3

Dark — SIZE 1275

EXP 51000 — 10200

MOL 25 — DROP RATE 2

ABILITY	Hell Stairs	ABILITY	Rob Mind
ABILITY	Divide	ABILITY	Explosion
ABILITY	—	EQUIP	Dark Sickle
DROP	Dark Sickle	STEAL	Chain Guard

Mage Smog

LEVEL	54	ATTACK	27	JUMP LEVEL	2
RANGE	5	MAGIC	26	THROW LEVEL	2
HIT POINTS	134	DEFENSE	17	COUNTERATTACK LEVEL	2
MAGIC POINTS	70	AGILITY	11	CATCH LEVEL	2

— SIZE 270

EXP 10800 — 2160

MOL 5 — DROP RATE 8

ABILITY	Magic Shield	ABILITY	Fire Breath
ABILITY	Wide Attack	ABILITY	—
ABILITY	—	EQUIP	Beat Attacker
DROP	Magic Apple	STEAL	Magic Apple

Lifesucker

LEVEL	62	ATTACK	31	JUMP LEVEL	2
RANGE	4	MAGIC	31	THROW LEVEL	3
HIT POINTS	151	DEFENSE	18	COUNTERATTACK LEVEL	2
MAGIC POINTS	81	AGILITY	14	CATCH LEVEL	2

Wind — SIZE 310

EXP 12400 — 2480

MOL 6 — DROP RATE 8

ABILITY	Throw Seed	ABILITY	Pollen Attack
ABILITY	Divide	ABILITY	—
ABILITY	—	EQUIP	Claw
DROP	Strengthen Fruit	STEAL	Power Club

Maneater

LEVEL	23	ATTACK	13	JUMP LEVEL	1
RANGE	3	MAGIC	15	THROW LEVEL	2
HIT POINTS	63	DEFENSE	9	COUNTERATTACK LEVEL	1
MAGIC POINTS	32	AGILITY	6	CATCH LEVEL	1

Dark — SIZE 115

EXP 4600 — 920

MOL 2 — DROP RATE 9

ABILITY	Throw Seed	ABILITY	Pollen Attack
ABILITY	Acid Breath	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Bitter Leaf	STEAL	Herb

Living Armor

LEVEL	40	ATTACK	22	JUMP LEVEL	2
RANGE	4	MAGIC	22	THROW LEVEL	2
HIT POINTS	143	DEFENSE	14	COUNTERATTACK LEVEL	2
MAGIC POINTS	52	AGILITY	10	CATCH LEVEL	2

Dark — SIZE 200

EXP 8000 — 1600

MOL 4 — DROP RATE 7

ABILITY	Charge	ABILITY	Paralyze Wind
ABILITY	Protection	ABILITY	Death
ABILITY	—	EQUIP	Blade
DROP	Revival Dust	STEAL	Cheer Nettle

Manticore

LEVEL	48	ATTACK	25	JUMP LEVEL	0
RANGE	4	MAGIC	24	THROW LEVEL	2
HIT POINTS	120	DEFENSE	15	COUNTERATTACK LEVEL	2
MAGIC POINTS	63	AGILITY	14	CATCH LEVEL	2

— SIZE 240

EXP 9600 — 1920

MOL 4 — DROP RATE 10

ABILITY	Expand Range	ABILITY	Paralyze Breath
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Tooth
DROP	Herb	STEAL	Rue's Medicine

Mad Monk

LEVEL	44	ATTACK	14	JUMP LEVEL	2
RANGE	4	MAGIC	16	THROW LEVEL	2
HIT POINTS	101	DEFENSE	24	COUNTERATTACK LEVEL	2
MAGIC POINTS	102	AGILITY	11	CATCH LEVEL	2

Dark — SIZE 220

EXP 8800 — 1760

MOL 4 — DROP RATE 13

ABILITY	Power Shoot	ABILITY	Sleep Wind
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Luck Beads
DROP	Mint	STEAL	Herb

Master Hemo-ji

LEVEL	255	ATTACK	118	JUMP LEVEL	3
RANGE	4	MAGIC	106	THROW LEVEL	3
HIT POINTS	777	DEFENSE	68	COUNTERATTACK LEVEL	3
MAGIC POINTS	323	AGILITY	51	CATCH LEVEL	3

Fire — SIZE 1275

EXP 51000 — 10200

MOL 25 — DROP RATE 8

ABILITY	Hemo-ji Finger	ABILITY	Poison Wind
ABILITY	Mind Buster	ABILITY	—
ABILITY	—	EQUIP	Trident
DROP	Magic Apple	STEAL	Power Jelly

Mad Puppeteer

LEVEL	22	ATTACK	9	JUMP LEVEL	1
RANGE	4	MAGIC	10	THROW LEVEL	1
HIT POINTS	57	DEFENSE	14	COUNTERATTACK LEVEL	1
MAGIC POINTS	53	AGILITY	6	CATCH LEVEL	1

Dark — SIZE 110

EXP 4400 — 880

MOL 2 — DROP RATE 16

ABILITY	Power Shoot	ABILITY	Easy Shoot
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Nuru-nuru	STEAL	Tem's Grass

Master Mummy

LEVEL	49	ATTACK	26	JUMP LEVEL	2
RANGE	4	MAGIC	28	THROW LEVEL	2
HIT POINTS	161	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	64	AGILITY	12	CATCH LEVEL	2

— SIZE 245

EXP 9800 — 1960

MOL 4 — DROP RATE 9

ABILITY	Nice Catch	ABILITY	Extract
ABILITY	Dark Shield	ABILITY	—
ABILITY	—	EQUIP	Leather Shoes
DROP	Attack Bottle	STEAL	Bitter Leaf

Medusa Lizard

LEVEL	43	ATTACK	23	JUMP LEVEL	2
RANGE	4	MAGIC	25	THROW LEVEL	2
HIT POINTS	110	DEFENSE	12	COUNTERATTACK LEVEL	2
MAGIC POINTS	57	AGILITY	11	CATCH LEVEL	2

ABILITY	Around Attack	ABILITY	Rob Mind
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Pad
DROP	Nettle	STEAL	Magic Apple

Water SIZE 215

EXP 8600 1720

NOL 4 DROP RATE 12

Mum Mummy

LEVEL	83	ATTACK	41	JUMP LEVEL	2
RANGE	4	MAGIC	43	THROW LEVEL	3
HIT POINTS	263	DEFENSE	20	COUNTERATTACK LEVEL	2
MAGIC POINTS	106	AGILITY	18	CATCH LEVEL	3

ABILITY	Nice Catch	ABILITY	Extract
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Strengthen Fruit	STEAL	Tem's Grass

— SIZE 415

EXP 16600 3320

NOL 8 DROP RATE 8

Mighty Fly

LEVEL	58	ATTACK	29	JUMP LEVEL	0
RANGE	4	MAGIC	28	THROW LEVEL	2
HIT POINTS	143	DEFENSE	18	COUNTERATTACK LEVEL	2
MAGIC POINTS	75	AGILITY	14	CATCH LEVEL	3

ABILITY	Flying Smash	ABILITY	Holy Breath
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Herb	STEAL	Herb

Light SIZE 290

EXP 11600 2320

NOL 5 DROP RATE 15

Mummy

LEVEL	12	ATTACK	9	JUMP LEVEL	1
RANGE	4	MAGIC	11	THROW LEVEL	1
HIT POINTS	50	DEFENSE	6	COUNTERATTACK LEVEL	1
MAGIC POINTS	17	AGILITY	4	CATCH LEVEL	2

ABILITY	Nice Catch	ABILITY	Miss Catch
ABILITY	Mud Storm	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
DROP	Nuru-nuru	STEAL	Tem's Grass

— SIZE 60

EXP 2400 480

NOL 1 DROP RATE 11

Mud Battler

LEVEL	38	ATTACK	21	JUMP LEVEL	2
RANGE	4	MAGIC	20	THROW LEVEL	2
HIT POINTS	127	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	52	AGILITY	9	CATCH LEVEL	2

ABILITY	Blizzard	ABILITY	—
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Wand
DROP	Atrophy Ball	STEAL	Attack Bottle

Water SIZE 190

EXP 7600 1520

NOL 3 DROP RATE 11

Mummy Lord

LEVEL	255	ATTACK	119	JUMP LEVEL	3
RANGE	4	MAGIC	120	THROW LEVEL	3
HIT POINTS	779	DEFENSE	54	COUNTERATTACK LEVEL	3
MAGIC POINTS	321	AGILITY	51	CATCH LEVEL	3

ABILITY	Nice Catch	ABILITY	Refresh
ABILITY	Super Nova	ABILITY	—
ABILITY	—	EQUIP	Brass Knuckle
DROP	Strengthen Fruit	STEAL	Bomb

Light SIZE 1275

EXP 51000 10200

NOL 25 DROP RATE 9

Mud Goblin

LEVEL	58	ATTACK	30	JUMP LEVEL	2
RANGE	4	MAGIC	29	THROW LEVEL	2
HIT POINTS	143	DEFENSE	18	COUNTERATTACK LEVEL	2
MAGIC POINTS	75	AGILITY	14	CATCH LEVEL	2

ABILITY	Destruction	ABILITY	Power Loss
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Light Sword
DROP	Tem's Grass	STEAL	Nuru-nuru

Earth SIZE 290

EXP 11600 2320

NOL 5 DROP RATE 11

Mutant Fly

LEVEL	97	ATTACK	47	JUMP LEVEL	0
RANGE	5	MAGIC	44	THROW LEVEL	3
HIT POINTS	231	DEFENSE	28	COUNTERATTACK LEVEL	3
MAGIC POINTS	124	AGILITY	22	CATCH LEVEL	3

ABILITY	Weakness	ABILITY	Flying Smash
ABILITY	Dark Breath	ABILITY	—
ABILITY	—	EQUIP	Iron Knuckle
DROP	Whisper Tonic	STEAL	Revival Dust

Dark SIZE 485

EXP 19400 3880

NOL 9 DROP RATE 10

Mud Stalker

LEVEL	59	ATTACK	31	JUMP LEVEL	2
RANGE	4	MAGIC	29	THROW LEVEL	2
HIT POINTS	190	DEFENSE	18	COUNTERATTACK LEVEL	2
MAGIC POINTS	78	AGILITY	13	CATCH LEVEL	2

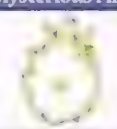
ABILITY	Sleep Wind	ABILITY	Extract
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Power Club
DROP	Mint	STEAL	Strengthen Fruit

Earth SIZE 295

EXP 11800 2360

NOL 5 DROP RATE 9

Mysterious Fire



LEVEL	68	ATTACK	34	JUMP LEVEL	3
RANGE	5	MAGIC	32	THROW LEVEL	2
HIT POINTS	232	DEFENSE	22	COUNTERATTACK LEVEL	2
MAGIC POINTS	89	AGILITY	17	CATCH LEVEL	2

ABILITY	Fire Shield	ABILITY	Fire Storm
ABILITY	Self Bomb	ABILITY	Explosion
ABILITY	—	EQUIP	Iron Knuckle
DROP	Strengthen Fruit	STEAL	Magic Apple

Fire SIZE 340

EXP 13600 2720

NOL 6 DROP RATE 5

Necromancer

Level	18	Attack	8	Jump Level	1
Range	3	Magic	8	Throw Level	1
Hit Points	47	Defense	14	Counterattack Level	1
Magic Points	57	Agility	5	Catch Level	1

Dark — GOZ 90

Ability	Refresh	Ability	Mind Buster
Ability	—	Ability	—
Ability	—	Equip	Wand
Drop	Magic Apple	Steal	Herb

EXP 3600 720 — NOL 1 — Drop Rate 10

Noxious Odor

Level	4	Attack	4	Jump Level	0
Range	3	Magic	6	Throw Level	0
Hit Points	20	Defense	6	Counterattack Level	0
Magic Points	8	Agility	2	Catch Level	0

Dark — GOZ 20

Ability	Confusion	Ability	Speed Down
Ability	Silent	Ability	—
Ability	—	Equip	Dagger
Drop	Attack Bottle	Steal	Hard Nettle

EXP 800 160 — NOL 1 — Drop Rate 13

Nightmare

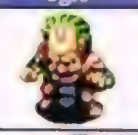
Level	16	Attack	11	Jump Level	0
Range	4	Magic	12	Throw Level	1
Hit Points	60	Defense	8	Counterattack Level	1
Magic Points	23	Agility	8	Catch Level	1

Dark — GOZ 80

Ability	Jump High	Ability	Hold Enemy
Ability	Mesmerize Breath	Ability	Poison Breath
Ability	—	Equip	Tooth
Drop	Herb	Steal	Mint

EXP 3200 640 — NOL 1 — Drop Rate 9

Ogre



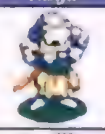
Level	111	Attack	53	Jump Level	3
Range	4	Magic	50	Throw Level	3
Hit Points	262	Defense	32	Counterattack Level	3
Magic Points	141	Agility	25	Catch Level	3

Fire — GOZ 555

Ability	Destruction	Ability	Protection
Ability	Charge	Ability	—
Ability	—	Equip	Ax
Drop	Cheer Nettle	Steal	Strengthen Fruit

EXP 22200 4440 — NOL 11 — Drop Rate 9

Ninja



Level	17	Attack	12	Jump Level	1
Range	4	Magic	12	Throw Level	1
Hit Points	64	Defense	9	Counterattack Level	1
Magic Points	26	Agility	7	Catch Level	1

Fire — GOZ 85

Ability	Bomb Shuriken	Ability	Mirror Image
Ability	—	Ability	—
Ability	—	Equip	Light Sword
Drop	Bomb	Steal	Herb

EXP 3400 680 — NOL 1 — Drop Rate 13

Ogre Lord

Level	63	Attack	32	Jump Level	2
Range	4	Magic	31	Throw Level	2
Hit Points	154	Defense	20	Counterattack Level	3
Magic Points	81	Agility	15	Catch Level	2

Fire — GOZ 315

Ability	Destruction	Ability	Plasma Shock
Ability	Charge	Ability	Extract
Ability	—	Equip	Light Ax
Drop	Cheer Nettle	Steal	Strengthen Fruit

EXP 12600 2520 — NOL 6 — Drop Rate 9

Ninja Lord

Level	42	Attack	23	Jump Level	2
Range	4	Magic	22	Throw Level	2
Hit Points	139	Defense	15	Counterattack Level	2
Magic Points	57	Agility	12	Catch Level	2

Earth — GOZ 210

Ability	Bomb Shuriken	Ability	Mud Storm
Ability	Mirror Image	Ability	—
Ability	—	Equip	Blade
Drop	Bomb	Steal	Bomb

EXP 8400 1680 — NOL 4 — Drop Rate 13

Orc

Level	16	Attack	11	Jump Level	1
Range	4	Magic	12	Throw Level	1
Hit Points	48	Defense	8	Counterattack Level	2
Magic Points	22	Agility	6	Catch Level	1

Earth — GOZ 80

Ability	Retaliation	Ability	Destruction
Ability	Charge	Ability	—
Ability	—	Equip	Leather Knuckle
Drop	Herb	Steal	Cheer Nettle

EXP 3200 640 — NOL 1 — Drop Rate 10

Ninja Master

Level	38	Attack	21	Jump Level	2
Range	5	Magic	20	Throw Level	2
Hit Points	127	Defense	14	Counterattack Level	2
Magic Points	52	Agility	11	Catch Level	2

Fire — GOZ 190

Ability	Bomb Shuriken	Ability	Charge
Ability	Mirror Image	Ability	—
Ability	—	Equip	Blade
Drop	Cheer Nettle	Steal	Strengthen Fruit

EXP 7600 1520 — NOL 3 — Drop Rate 12

PA-100

Level	80	Attack	39	Jump Level	2
Range	4	Magic	25	Throw Level	2
Hit Points	192	Defense	36	Counterattack Level	2
Magic Points	163	Agility	18	Catch Level	2

— GOZ 400

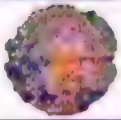
Ability	Strike Power	Ability	—
Ability	—	Ability	—
Ability	—	Equip	Sub Machine Gun
Drop	Machine Gun	Steal	—

EXP 16000 3200 — NOL 8 — Drop Rate 1

PA-200

LEVEL	80	ATTACK	39	JUMP LEVEL	2
RANGE	4	MAGIC	25	THROW LEVEL	2
HIT POINTS	192	DEFENSE	36	COUNTERATTACK LEVEL	2
MAGIC POINTS	163	AGILITY	18	CATCH LEVEL	2
ABILITY	Power Loss	ABILITY	—		
ABILITY	—	ABILITY	—		
ABILITY	—	EQUIP	Sub Machine Gun		
—	SIZE 400				
EXP 16000	3200				
MOL 8	DROP RATE 1	DROP	Machine Gun	STEAL	—

Poison Cloud



LEVEL	29	ATTACK	16	JUMP LEVEL	2
RANGE	4	MAGIC	16	THROW LEVEL	2
HIT POINTS	78	DEFENSE	11	COUNTERATTACK LEVEL	2
MAGIC POINTS	39	AGILITY	6	CATCH LEVEL	2
ABILITY	Wide Attack	ABILITY	Poison Wind		
ABILITY	—	ABILITY	—		
ABILITY	—	EQUIP	Pad		
Dark	SIZE 145				
EXP 5800	1160				
MOL 2	DROP RATE 13	DROP	Antidote Nut	STEAL	Poison

Phantasm

LEVEL	3	ATTACK	4	JUMP LEVEL	0
RANGE	3	MAGIC	5	THROW LEVEL	0
HIT POINTS	19	DEFENSE	4	COUNTERATTACK LEVEL	0
MAGIC POINTS	6	AGILITY	1	CATCH LEVEL	0
ABILITY	Wide Attack	ABILITY	—		
ABILITY	—	ABILITY	—		
ABILITY	—	EQUIP	Pad		
Fire	SIZE 15				
EXP 600	120				
MOL 1	DROP RATE 14	DROP	Herb	STEAL	Herb

Poison Ivy

LEVEL	45	ATTACK	23	JUMP LEVEL	2
RANGE	3	MAGIC	24	THROW LEVEL	2
HIT POINTS	113	DEFENSE	14	COUNTERATTACK LEVEL	2
MAGIC POINTS	60	AGILITY	10	CATCH LEVEL	2
ABILITY	Throw Seed	ABILITY	Pollen Attack		
ABILITY	Poison Breath	ABILITY	—		
ABILITY	—	EQUIP	Leather Knuckle		
Dark	SIZE 225				
EXP 9000	1800				
MOL 4	DROP RATE 9	DROP	Antidote Nut	STEAL	Power Club

Phoenix

LEVEL	255	ATTACK	119	JUMP LEVEL	0
RANGE	6	MAGIC	107	THROW LEVEL	3
HIT POINTS	586	DEFENSE	67	COUNTERATTACK LEVEL	3
MAGIC POINTS	322	AGILITY	51	CATCH LEVEL	3
ABILITY	Fire Shield	ABILITY	Expand Range		
ABILITY	Fire Breath	ABILITY	Thunder Breath		
ABILITY	Explosion	EQUIP	Dino Fang		
Fire	SIZE 1275				
EXP 51000	10200				
MOL 25	DROP RATE 6	DROP	Revival Dust	STEAL	Strengthen Fruit

Rabid Bat

LEVEL	44	ATTACK	22	JUMP LEVEL	0
RANGE	4	MAGIC	22	THROW LEVEL	0
HIT POINTS	111	DEFENSE	13	COUNTERATTACK LEVEL	0
MAGIC POINTS	58	AGILITY	13	CATCH LEVEL	0
ABILITY	Dark Shield	ABILITY	Supersonic		
ABILITY	Rob Mind	ABILITY	—		
ABILITY	—	EQUIP	Fang		
Light	SIZE 220				
EXP 8800	1760				
MOL 4	DROP RATE 9	DROP	Magic Apple	STEAL	Magic Apple

Pierott

LEVEL	98	ATTACK	28	JUMP LEVEL	3
RANGE	5	MAGIC	29	THROW LEVEL	3
HIT POINTS	209	DEFENSE	49	COUNTERATTACK LEVEL	3
MAGIC POINTS	224	AGILITY	21	CATCH LEVEL	3
ABILITY	Power Shoot	ABILITY	Cure		
ABILITY	—	ABILITY	—		
ABILITY	—	EQUIP	Claw		
—	SIZE 490				
EXP 19600	3920				
MOL 9	DROP RATE 18	DROP	Magic Apple	STEAL	Magic Apple

Rabid Dog

LEVEL	29	ATTACK	17	JUMP LEVEL	2
RANGE	4	MAGIC	17	THROW LEVEL	2
HIT POINTS	78	DEFENSE	11	COUNTERATTACK LEVEL	2
MAGIC POINTS	40	AGILITY	9	CATCH LEVEL	2
ABILITY	Charge	ABILITY	Ice Shield		
ABILITY	Strike Power	ABILITY	Cold Breath		
ABILITY	—	EQUIP	Tooth		
Water	SIZE 145				
EXP 5800	1160				
MOL 2	DROP RATE 10	DROP	Cheer Nettle	STEAL	Herb

Poison Bat

LEVEL	14	ATTACK	8	JUMP LEVEL	0
RANGE	4	MAGIC	10	THROW LEVEL	0
HIT POINTS	44	DEFENSE	6	COUNTERATTACK LEVEL	0
MAGIC POINTS	21	AGILITY	7	CATCH LEVEL	0
ABILITY	Retaliation	ABILITY	Supersonic		
ABILITY	Poison Breath	ABILITY	—		
ABILITY	—	EQUIP	Tooth		
—	SIZE 70				
EXP 2800	560				
MOL 1	DROP RATE 30	DROP	Antidote Nut	STEAL	Poison

Rayburn

LEVEL	77	ATTACK	39	JUMP LEVEL	0
RANGE	4	MAGIC	36	THROW LEVEL	2
HIT POINTS	243	DEFENSE	23	COUNTERATTACK LEVEL	2
MAGIC POINTS	100	AGILITY	20	CATCH LEVEL	2
ABILITY	Jump High	ABILITY	Grand Shield		
ABILITY	Dark Breath	ABILITY	—		
ABILITY	—	EQUIP	Fang		
Dark	SIZE 385				
EXP 15400	3080				
MOL 7	DROP RATE 11	DROP	Jump Nettle	STEAL	Black Powder

Razor Knight

LEVEL	255	ATTACK	119	JUMP LEVEL	3
RANGE	5	MAGIC	108	THROW LEVEL	3
HIT POINTS	842	DEFENSE	68	COUNTERATTACK LEVEL	3
MAGIC POINTS	321	AGILITY	51	CATCH LEVEL	3

Dark SIZE 1275

ABILITY	Charge	ABILITY	Expand Range
ABILITY	Protection	ABILITY	Divide
ABILITY	—	EQUIP	Blade

EXP	51000	10200	
NOL	25	DROP RATE 5	
DROP	Revival Dust	STEAL	Cheer Nettle

Robber

LEVEL	17	ATTACK	11	JUMP LEVEL	1
RANGE	4	MAGIC	12	THROW LEVEL	1
HIT POINTS	52	DEFENSE	8	COUNTERATTACK LEVEL	1
MAGIC POINTS	24	AGILITY	5	CATCH LEVEL	1

— SIZE 85

ABILITY	Jump Low	ABILITY	Charge
ABILITY	Counter Hang	ABILITY	Swing
ABILITY	—	EQUIP	Light Sword

EXP	3400	680	
NOL	1	DROP RATE 5	
DROP	Cheer Nettle	STEAL	—

Reaper

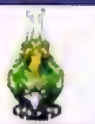
LEVEL	15	ATTACK	7	JUMP LEVEL	0
RANGE	4	MAGIC	8	THROW LEVEL	1
HIT POINTS	45	DEFENSE	13	COUNTERATTACK LEVEL	1
MAGIC POINTS	50	AGILITY	5	CATCH LEVEL	1

Dark SIZE 75

ABILITY	Hell Stairs	ABILITY	Death
ABILITY	Divide	ABILITY	—
ABILITY	—	EQUIP	Light Sickle

EXP	3000	600	
NOL	1	DROP RATE 9	
DROP	Magic Apple	STEAL	Spirit Seed

Roc



LEVEL	22	ATTACK	14	JUMP LEVEL	0
RANGE	4	MAGIC	14	THROW LEVEL	1
HIT POINTS	78	DEFENSE	9	COUNTERATTACK LEVEL	1
MAGIC POINTS	31	AGILITY	9	CATCH LEVEL	1

Earth SIZE 110

ABILITY	Jump High	ABILITY	Strike Power
ABILITY	Ground Shield	ABILITY	Earthquake
ABILITY	—	EQUIP	Tooth

EXP	4400	880	
NOL	2	DROP RATE 10	
DROP	Speed Bottle	STEAL	Neba-neba

Red Dragon

LEVEL	90	ATTACK	45	JUMP LEVEL	0
RANGE	4	MAGIC	47	THROW LEVEL	3
HIT POINTS	287	DEFENSE	21	COUNTERATTACK LEVEL	3
MAGIC POINTS	115	AGILITY	19	CATCH LEVEL	3

Fire SIZE 450

ABILITY	Fire Breath	ABILITY	Explosion
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Tooth

EXP	18000	3600	
NOL	9	DROP RATE 9	
DROP	Strengthen Fruit	STEAL	Strengthen Fruit

SA-100

LEVEL	46	ATTACK	24	JUMP LEVEL	2
RANGE	4	MAGIC	17	THROW LEVEL	2
HIT POINTS	116	DEFENSE	23	COUNTERATTACK LEVEL	2
MAGIC POINTS	95	AGILITY	12	CATCH LEVEL	2

— SIZE 230

ABILITY	Speed Up	ABILITY	—
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle

EXP	9200	1840	
NOL	4	DROP RATE 1	
DROP	Sub Machine Gun	STEAL	—

Red Phantom

LEVEL	68	ATTACK	33	JUMP LEVEL	2
RANGE	5	MAGIC	31	THROW LEVEL	3
HIT POINTS	215	DEFENSE	21	COUNTERATTACK LEVEL	2
MAGIC POINTS	89	AGILITY	15	CATCH LEVEL	2

Fire SIZE 340

ABILITY	Easy Shoot	ABILITY	Fire Storm
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Shadow Mask

EXP	13600	2720	
NOL	6	DROP RATE 8	
DROP	Red Jewelry	STEAL	Red Jewelry

SA-200

LEVEL	46	ATTACK	24	JUMP LEVEL	2
RANGE	4	MAGIC	17	THROW LEVEL	2
HIT POINTS	116	DEFENSE	23	COUNTERATTACK LEVEL	2
MAGIC POINTS	95	AGILITY	12	CATCH LEVEL	2

— SIZE 230

ABILITY	Speed Down	ABILITY	—
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle

EXP	9200	1840	
NOL	4	DROP RATE 1	
DROP	Sub Machine Gun	STEAL	—

Red Skeleton

LEVEL	26	ATTACK	15	JUMP LEVEL	1
RANGE	4	MAGIC	16	THROW LEVEL	2
HIT POINTS	72	DEFENSE	10	COUNTERATTACK LEVEL	2
MAGIC POINTS	35	AGILITY	7	CATCH LEVEL	2

Fire SIZE 130

ABILITY	Magic Shield	ABILITY	Charge
ABILITY	Self Bomb	ABILITY	Swing
ABILITY	—	EQUIP	Light Sword

EXP	5200	1040	
NOL	2	DROP RATE 12	
DROP	Bitter Leaf	STEAL	Cheer Nettle

Sacred Devil

LEVEL	84	ATTACK	42	JUMP LEVEL	2
RANGE	4	MAGIC	40	THROW LEVEL	3
HIT POINTS	266	DEFENSE	25	COUNTERATTACK LEVEL	3
MAGIC POINTS	108	AGILITY	19	CATCH LEVEL	3

Light SIZE 420

ABILITY	Invincible	ABILITY	Cure
ABILITY	Divine Judgment	ABILITY	—
ABILITY	—	EQUIP	Claw

EXP	16800	3360	
NOL	8	DROP RATE 7	
DROP	Revival Dust	STEAL	Strengthen Fruit

Salamander

LEVEL	109	ATTACK	53	JUMP LEVEL	0
RANGE	4	MAGIC	55	THROW LEVEL	3
HIT POINTS	344	DEFENSE	25	COUNTERATTACK LEVEL	3
MAGIC POINTS	139	AGILITY	23	CATCH LEVEL	3

Fire GOZ 545

EXP 21800 4360

NOL 10 DROP RATE 8

ABILITY	Fire Breath	ABILITY	Explosion
ABILITY	Divine Judgment	ABILITY	—
ABILITY	—	EQUIP	Fang
DROP	Strengthen Fruit	STEAL	Magic Apple

Skeleton Knight

LEVEL	47	ATTACK	25	JUMP LEVEL	2
RANGE	4	MAGIC	24	THROW LEVEL	2
HIT POINTS	154	DEFENSE	15	COUNTERATTACK LEVEL	2
MAGIC POINTS	62	AGILITY	12	CATCH LEVEL	2

Earth GOZ 235

EXP 9400 1880

NOL 4 DROP RATE 9

ABILITY	Plasma Shock	ABILITY	Strike Power
ABILITY	Charge	ABILITY	Swing
ABILITY	—	EQUIP	Light Flail
DROP	Cheer Nettle	STEAL	Strengthen Fruit

Serpent

LEVEL	79	ATTACK	39	JUMP LEVEL	2
RANGE	4	MAGIC	40	THROW LEVEL	2
HIT POINTS	192	DEFENSE	19	COUNTERATTACK LEVEL	2
MAGIC POINTS	100	AGILITY	20	CATCH LEVEL	3

Water GOZ 395

EXP 15800 3160

NOL 7 DROP RATE 9

ABILITY	Ice Shield	ABILITY	Destruction
ABILITY	Blizzard	ABILITY	—
ABILITY	—	EQUIP	Tooth
DROP	Herb	STEAL	Atrophy Ball

Skeleton Lord

LEVEL	50	ATTACK	27	JUMP LEVEL	2
RANGE	5	MAGIC	25	THROW LEVEL	2
HIT POINTS	163	DEFENSE	16	COUNTERATTACK LEVEL	2
MAGIC POINTS	66	AGILITY	12	CATCH LEVEL	2

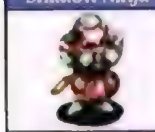
Light GOZ 250

EXP 10000 2000

NOL 5 DROP RATE 9

ABILITY	Plasma Shock	ABILITY	Strike Power
ABILITY	Charge	ABILITY	Swing
ABILITY	—	EQUIP	Blade
DROP	Cheer Nettle	STEAL	Strengthen Fruit

Shadow Ninja



LEVEL	63	ATTACK	32	JUMP LEVEL	2
RANGE	4	MAGIC	30	THROW LEVEL	2
HIT POINTS	202	DEFENSE	20	COUNTERATTACK LEVEL	2
MAGIC POINTS	83	AGILITY	16	CATCH LEVEL	2

Water GOZ 315

EXP 12600 2520

NOL 6 DROP RATE 9

ABILITY	Bomb Shuriken	ABILITY	Silent
ABILITY	Diamond Dust	ABILITY	—
ABILITY	—	EQUIP	Iron Dagger
DROP	Hard Nettle	STEAL	Strengthen Fruit

Slime Bomber

LEVEL	63	ATTACK	32	JUMP LEVEL	3
RANGE	4	MAGIC	30	THROW LEVEL	2
HIT POINTS	216	DEFENSE	20	COUNTERATTACK LEVEL	2
MAGIC POINTS	83	AGILITY	16	CATCH LEVEL	2

— GOZ 315

EXP 12600 2520

NOL 6 DROP RATE 8

ABILITY	Self Bomb	ABILITY	Death
ABILITY	Earthquake	ABILITY	—
ABILITY	—	EQUIP	Brass Knuckle
DROP	Bomb	STEAL	Bomb

Shriek Lord

LEVEL	116	ATTACK	56	JUMP LEVEL	3
RANGE	4	MAGIC	52	THROW LEVEL	3
HIT POINTS	361	DEFENSE	32	COUNTERATTACK LEVEL	3
MAGIC POINTS	149	AGILITY	25	CATCH LEVEL	3

Dark GOZ 580

EXP 23200 4640

NOL 11 DROP RATE 5

ABILITY	Dispel	ABILITY	Fire Breath
ABILITY	Death	ABILITY	—
ABILITY	—	EQUIP	Sickle
DROP	Revival Dust	STEAL	Strengthen Fruit

Soothesayer

LEVEL	32	ATTACK	11	JUMP LEVEL	1
RANGE	4	MAGIC	10	THROW LEVEL	2
HIT POINTS	83	DEFENSE	20	COUNTERATTACK LEVEL	2
MAGIC POINTS	100	AGILITY	8	CATCH LEVEL	2

Earth GOZ 160

EXP 6400 1280

NOL 3 DROP RATE 9

ABILITY	Nice Catch	ABILITY	Miss Catch
ABILITY	Explosion	ABILITY	Super Nova
ABILITY	—	EQUIP	Light Flail
DROP	Magic Apple	STEAL	Spirit Seed

Skeleton

LEVEL	28	ATTACK	16	JUMP LEVEL	2
RANGE	4	MAGIC	16	THROW LEVEL	2
HIT POINTS	76	DEFENSE	10	COUNTERATTACK LEVEL	2
MAGIC POINTS	37	AGILITY	8	CATCH LEVEL	2

Dark GOZ 140

EXP 5600 1120

NOL 2 DROP RATE 9

ABILITY	Jump Low	ABILITY	Charge
ABILITY	Self Bomb	ABILITY	—
ABILITY	—	EQUIP	Light Sword
DROP	Cheer Nettle	STEAL	Jump Nettle

Soul Flame

LEVEL	47	ATTACK	24	JUMP LEVEL	2
RANGE	4	MAGIC	23	THROW LEVEL	2
HIT POINTS	153	DEFENSE	17	COUNTERATTACK LEVEL	2
MAGIC POINTS	63	AGILITY	12	CATCH LEVEL	2

Fire GOZ 235

EXP 9400 1880

NOL 4 DROP RATE 10

ABILITY	Fire Breath	ABILITY	Power Loss
ABILITY	Death	ABILITY	—
ABILITY	—	EQUIP	Claw
DROP	Tem's Grass	STEAL	Strengthen Fruit

Soul Knight

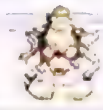
LEVEL	88	ATTACK	44	JUMP LEVEL	2
RANGE	5	MAGIC	41	THROW LEVEL	3
HIT POINTS	299	DEFENSE	26	COUNTERATTACK LEVEL	3
MAGIC POINTS	112	AGILITY	20	CATCH LEVEL	2

Dark — GOZ 440

ABILITY	Charge	ABILITY	Expand Range
ABILITY	Protection	ABILITY	Death
ABILITY	—	EQUIP	Light Ax
DROP	Strengthen Fruit	STEAL	Cheer Nettle

EXP 17600 3520 — MOL 8 — DROP RATE 6

Stone Fly



LEVEL	40	ATTACK	21	JUMP LEVEL	0
RANGE	4	MAGIC	21	THROW LEVEL	2
HIT POINTS	102	DEFENSE	14	COUNTERATTACK LEVEL	2
MAGIC POINTS	52	AGILITY	10	CATCH LEVEL	2

— — GOZ 200

ABILITY	Flying Smash	ABILITY	Petro Breath
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Claw
DROP	Nettle	STEAL	Strengthen Fruit

EXP 8000 1600 — MOL 4 — DROP RATE 18

Spectre

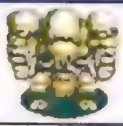
LEVEL	55	ATTACK	27	JUMP LEVEL	2
RANGE	4	MAGIC	26	THROW LEVEL	2
HIT POINTS	176	DEFENSE	18	COUNTERATTACK LEVEL	2
MAGIC POINTS	73	AGILITY	13	CATCH LEVEL	2

Earth — GOZ 275

ABILITY	Easy Shoot	ABILITY	Sleep Wind
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Shadow Mask
DROP	Mint	STEAL	Sleep Ball

EXP 11000 2200 — MOL 5 — DROP RATE 11

Stone Golem



LEVEL	9	ATTACK	8	JUMP LEVEL	0
RANGE	3	MAGIC	10	THROW LEVEL	1
HIT POINTS	42	DEFENSE	5	COUNTERATTACK LEVEL	0
MAGIC POINTS	14	AGILITY	3	CATCH LEVEL	2

— — GOZ 45

ABILITY	Strike Power	ABILITY	Paralyze Wind
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Wood Club
DROP	Bomb	STEAL	Rue's Medicine

EXP 1800 360 — MOL 1 — DROP RATE 14

Spectre Monk

LEVEL	63	ATTACK	19	JUMP LEVEL	2
RANGE	5	MAGIC	20	THROW LEVEL	3
HIT POINTS	139	DEFENSE	33	COUNTERATTACK LEVEL	3
MAGIC POINTS	145	AGILITY	14	CATCH LEVEL	3

Light — GOZ 315

ABILITY	Power Shoot	ABILITY	Cure
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Rosary
DROP	Strengthen Fruit	STEAL	Leather Protector

EXP 12600 2520 — MOL 6 — DROP RATE 12

Stone Jackal

LEVEL	34	ATTACK	19	JUMP LEVEL	2
RANGE	4	MAGIC	21	THROW LEVEL	2
HIT POINTS	90	DEFENSE	11	COUNTERATTACK LEVEL	2
MAGIC POINTS	46	AGILITY	9	CATCH LEVEL	2

Water — GOZ 170

ABILITY	Around Attack	ABILITY	Distract Range
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Pad
DROP	Herb	STEAL	Bitter Leaf

EXP 6800 1360 — MOL 3 — DROP RATE 10

Spelunker

LEVEL	42	ATTACK	23	JUMP LEVEL	0
RANGE	4	MAGIC	22	THROW LEVEL	2
HIT POINTS	138	DEFENSE	15	COUNTERATTACK LEVEL	2
MAGIC POINTS	56	AGILITY	12	CATCH LEVEL	2

Dark — GOZ 210

ABILITY	Speed Down	ABILITY	Sleep Wind
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Spear
DROP	Sleep Ball	STEAL	Mint

EXP 8400 1680 — MOL 4 — DROP RATE 9

Super Hemo-ji

LEVEL	50	ATTACK	26	JUMP LEVEL	2
RANGE	4	MAGIC	24	THROW LEVEL	2
HIT POINTS	162	DEFENSE	17	COUNTERATTACK LEVEL	2
MAGIC POINTS	67	AGILITY	12	CATCH LEVEL	2

— — GOZ 250

ABILITY	Hemo-ji Finger	ABILITY	Poison Wind
ABILITY	Petro Wind	ABILITY	—
ABILITY	—	EQUIP	Light Sword
DROP	Nettle	STEAL	Power Jelly

EXP 10000 2000 — MOL 5 — DROP RATE 10

Sphinx

LEVEL	82	ATTACK	41	JUMP LEVEL	0
RANGE	4	MAGIC	38	THROW LEVEL	3
HIT POINTS	258	DEFENSE	24	COUNTERATTACK LEVEL	2
MAGIC POINTS	106	AGILITY	21	CATCH LEVEL	2

— — GOZ 410

ABILITY	Jump High	ABILITY	Strike Power
ABILITY	Poison Breath	ABILITY	Earthquake
ABILITY	—	EQUIP	Claw
DROP	Cure-All	STEAL	Antidote Nut

EXP 16400 3280 — MOL 8 — DROP RATE 7

Sword Eater

LEVEL	91	ATTACK	44	JUMP LEVEL	2
RANGE	4	MAGIC	42	THROW LEVEL	3
HIT POINTS	216	DEFENSE	26	COUNTERATTACK LEVEL	3
MAGIC POINTS	117	AGILITY	20	CATCH LEVEL	3

Water — GOZ 455

ABILITY	Throw Seed	ABILITY	Pollen Attack
ABILITY	Counter Hang	ABILITY	—
ABILITY	—	EQUIP	Claw
DROP	Attack Bottle	STEAL	Strengthen Fruit

EXP 18200 3640 — MOL 9 — DROP RATE 10

Thunder Bird

LEVEL	40	ATTACK	22	JUMP LEVEL	0
RANGE	4	MAGIC	21	THROW LEVEL	2
HIT POINTS	102	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	53	AGILITY	12	CATCH LEVEL	2

Wind — GOZ: 200

ABILITY: Wind Shield
ABILITY: Thunder Breath
ABILITY: —
ABILITY: Expand Range
ABILITY: —
EQUIP: Tooth

EXP: 8000 — 1600
NOL: 4 — DROP RATE: 9
DROP: Rue's Medicine
STEAL: Herb

Voodoo Man

LEVEL	30	ATTACK	11	JUMP LEVEL	2
RANGE	4	MAGIC	11	THROW LEVEL	2
HIT POINTS	71	DEFENSE	20	COUNTERATTACK LEVEL	2
MAGIC POINTS	93	AGILITY	8	CATCH LEVEL	2

Light — GOZ: 150

ABILITY: Jump High
ABILITY: Dispel
ABILITY: —
ABILITY: Power Shoot
ABILITY: —
EQUIP: Wand

EXP: 6000 — 1200
NOL: 3 — DROP RATE: 11
DROP: Yellow Powder
STEAL: Nuru-nuru

Treant

LEVEL	25	ATTACK	14	JUMP LEVEL	1
RANGE	3	MAGIC	16	THROW LEVEL	2
HIT POINTS	68	DEFENSE	9	COUNTERATTACK LEVEL	1
MAGIC POINTS	35	AGILITY	6	CATCH LEVEL	1

Earth — GOZ: 125

ABILITY: Throw Seed
ABILITY: Self Bomb
ABILITY: —
ABILITY: Pollen Attack
ABILITY: —
EQUIP: Leather Knuckle

EXP: 5000 — 1000
NOL: 2 — DROP RATE: 9
DROP: Neba-neba
STEAL: Herb

Warlock

LEVEL	97	ATTACK	28	JUMP LEVEL	0
RANGE	4	MAGIC	26	THROW LEVEL	0
HIT POINTS	230	DEFENSE	49	COUNTERATTACK LEVEL	0
MAGIC POINTS	320	AGILITY	22	CATCH LEVEL	0

Earth — GOZ: 485

ABILITY: Weakness
ABILITY: Divide
ABILITY: —
ABILITY: Paralyze Wind
ABILITY: Dispel
EQUIP: Sickle

EXP: 19400 — 3880
NOL: 9 — DROP RATE: 7
DROP: Strengthen Fruit
STEAL: Strengthen Fruit

Vampire Bat

LEVEL	12	ATTACK	7	JUMP LEVEL	0
RANGE	4	MAGIC	9	THROW LEVEL	0
HIT POINTS	39	DEFENSE	5	COUNTERATTACK LEVEL	0
MAGIC POINTS	18	AGILITY	6	CATCH LEVEL	0

Dark — GOZ: 60

ABILITY: Counter Hang
ABILITY: Suck
ABILITY: —
ABILITY: Retaliation
ABILITY: —
EQUIP: Tooth

EXP: 2400 — 480
NOL: 1 — DROP RATE: 13
DROP: Herb
STEAL: Speed Bottle

Werejackal

LEVEL	63	ATTACK	32	JUMP LEVEL	2
RANGE	4	MAGIC	30	THROW LEVEL	3
HIT POINTS	154	DEFENSE	19	COUNTERATTACK LEVEL	3
MAGIC POINTS	82	AGILITY	16	CATCH LEVEL	3

Earth — GOZ: 315

ABILITY: Charge
ABILITY: Speed Up
ABILITY: —
ABILITY: Strike Power
ABILITY: —
EQUIP: Flail

EXP: 12600 — 2520
NOL: 6 — DROP RATE: 9
DROP: Speed Bottle
STEAL: Cheer Nettle

Venom Cloud

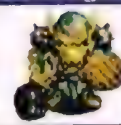
LEVEL	32	ATTACK	17	JUMP LEVEL	2
RANGE	4	MAGIC	17	THROW LEVEL	2
HIT POINTS	84	DEFENSE	11	COUNTERATTACK LEVEL	2
MAGIC POINTS	42	AGILITY	7	CATCH LEVEL	2

— GOZ: 160

ABILITY: Wide Attack
ABILITY: —
ABILITY: —
ABILITY: Paralyze Wind
ABILITY: —
EQUIP: Pad

EXP: 6400 — 1280
NOL: 3 — DROP RATE: 11
DROP: Rue's Medicine
STEAL: Paralysis Apple

Weretiger



LEVEL	62	ATTACK	31	JUMP LEVEL	2
RANGE	4	MAGIC	30	THROW LEVEL	3
HIT POINTS	152	DEFENSE	19	COUNTERATTACK LEVEL	3
MAGIC POINTS	81	AGILITY	15	CATCH LEVEL	3

Fire — GOZ: 310

ABILITY: Charge
ABILITY: Speed Up
ABILITY: —
ABILITY: Strike Power
ABILITY: —
EQUIP: Light Sword

EXP: 12400 — 2480
NOL: 6 — DROP RATE: 10
DROP: Attack Bottle
STEAL: Cheer Nettle

Venom Fly

LEVEL	62	ATTACK	31	JUMP LEVEL	0
RANGE	4	MAGIC	30	THROW LEVEL	2
HIT POINTS	152	DEFENSE	19	COUNTERATTACK LEVEL	2
MAGIC POINTS	80	AGILITY	15	CATCH LEVEL	3

— GOZ: 310

ABILITY: Flying Smash
ABILITY: —
ABILITY: —
ABILITY: Paralyze Breath
ABILITY: —
EQUIP: Iron Knuckle

EXP: 12400 — 2480
NOL: 6 — DROP RATE: 8
DROP: Paralysis Apple
STEAL: Cure-All

Werewolf

LEVEL	36	ATTACK	20	JUMP LEVEL	2
RANGE	4	MAGIC	20	THROW LEVEL	2
HIT POINTS	93	DEFENSE	12	COUNTERATTACK LEVEL	2
MAGIC POINTS	48	AGILITY	10	CATCH LEVEL	2

Wind — GOZ: 180

ABILITY: Expand Range
ABILITY: —
ABILITY: —
ABILITY: —
ABILITY: —
EQUIP: Light Sword

EXP: 7200 — 1440
NOL: 3 — DROP RATE: 8
DROP: Rad's Nut
STEAL: Herb

Wild Hemo-ji

LEVEL	36	ATTACK	19	JUMP LEVEL	2
RANGE	4	MAGIC	19	THROW LEVEL	2
HIT POINTS	120	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	49	AGILITY	10	CATCH LEVEL	2

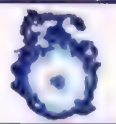
ABILITY	Hemo-ji Finger	ABILITY	Poison Wind
ABILITY	Sleep Wind	ABILITY	—
ABILITY	—	EQUIP	Leather Knuckle
—	SIZE 180		
EXP 7200	1440		
MOL 3	DROP RATE 10	DROP	Herb
		STEAL	Power Jelly

Wolf Zombie

LEVEL	51	ATTACK	26	JUMP LEVEL	2
RANGE	4	MAGIC	26	THROW LEVEL	2
HIT POINTS	127	DEFENSE	16	COUNTERATTACK LEVEL	2
MAGIC POINTS	67	AGILITY	13	CATCH LEVEL	2

ABILITY	Charge	ABILITY	Magic Shield
ABILITY	Expand Range	ABILITY	Acid Breath
ABILITY	—	EQUIP	Flail
Dark	SIZE 255		
EXP 10200	2040		
MOL 5	DROP RATE 8	DROP	Cheer Nettle
		STEAL	Cure-All

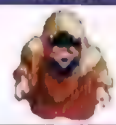
Will o Wisp



LEVEL	80	ATTACK	39	JUMP LEVEL	3
RANGE	5	MAGIC	37	THROW LEVEL	2
HIT POINTS	271	DEFENSE	25	COUNTERATTACK LEVEL	2
MAGIC POINTS	104	AGILITY	20	CATCH LEVEL	2

ABILITY	Fire Shield	ABILITY	Fire Storm
ABILITY	Self Bomb	ABILITY	Explosion
ABILITY	—	EQUIP	Iron Knuckle
Fire	SIZE 400		
EXP 16000	3200		
MOL 8	DROP RATE 5	DROP	Strengthen Fruit
		STEAL	Magic Apple

Wraith



LEVEL	32	ATTACK	16	JUMP LEVEL	2
RANGE	4	MAGIC	17	THROW LEVEL	2
HIT POINTS	83	DEFENSE	13	COUNTERATTACK LEVEL	2
MAGIC POINTS	43	AGILITY	8	CATCH LEVEL	2

ABILITY	Confusion	ABILITY	Divide
ABILITY	—	ABILITY	—
ABILITY	—	EQUIP	Mask
Dark	SIZE 160		
EXP 6400	1280		
MOL 3	DROP RATE 13	DROP	Herb
		STEAL	Strengthen Fruit

Wind Devil

LEVEL	12	ATTACK	9	JUMP LEVEL	1
RANGE	4	MAGIC	11	THROW LEVEL	1
HIT POINTS	51	DEFENSE	6	COUNTERATTACK LEVEL	1
MAGIC POINTS	17	AGILITY	4	CATCH LEVEL	2

ABILITY	Wind Shield	ABILITY	Magic Shield
ABILITY	Protection	ABILITY	—
ABILITY	—	EQUIP	Claw
Wind	SIZE 60		
EXP 2400	480		
MOL 1	DROP RATE 9	DROP	Magic Apple
		STEAL	Speed Bottle

Wyvern

LEVEL	31	ATTACK	17	JUMP LEVEL	0
RANGE	4	MAGIC	18	THROW LEVEL	2
HIT POINTS	84	DEFENSE	10	COUNTERATTACK LEVEL	2
MAGIC POINTS	40	AGILITY	10	CATCH LEVEL	2

ABILITY	Might Mind	ABILITY	Retaliation
ABILITY	Fire Breath	ABILITY	—
ABILITY	—	EQUIP	Pad
Fire	SIZE 155		
EXP 6200	1240		
MOL 3	DROP RATE 11	DROP	Atrophy Ball
		STEAL	Attack Bottle

Witch Doctor

LEVEL	4	ATTACK	4	JUMP LEVEL	0
RANGE	3	MAGIC	6	THROW LEVEL	0
HIT POINTS	19	DEFENSE	8	COUNTERATTACK LEVEL	0
MAGIC POINTS	15	AGILITY	2	CATCH LEVEL	0

ABILITY	Jump High	ABILITY	Power Shoot
ABILITY	Thunder Storm	ABILITY	—
ABILITY	—	EQUIP	Wand
Wind	SIZE 20		
EXP 800	160		
MOL 1	DROP RATE 13	DROP	Hard Nettle
		STEAL	Black Powder

Zombie

LEVEL	36	ATTACK	19	JUMP LEVEL	2
RANGE	4	MAGIC	19	THROW LEVEL	2
HIT POINTS	92	DEFENSE	12	COUNTERATTACK LEVEL	2
MAGIC POINTS	47	AGILITY	9	CATCH LEVEL	2

ABILITY	Throw Head	ABILITY	Self Bomb
ABILITY	Poison Wind	ABILITY	—
ABILITY	—	EQUIP	Tooth
Dark	SIZE 180		
EXP 7200	1440		
MOL 3	DROP RATE 13	DROP	Antidote Nut
		STEAL	Poison

Wizard

LEVEL	29	ATTACK	11	JUMP LEVEL	2
RANGE	3	MAGIC	11	THROW LEVEL	2
HIT POINTS	69	DEFENSE	19	COUNTERATTACK LEVEL	2
MAGIC POINTS	90	AGILITY	7	CATCH LEVEL	2

ABILITY	Refresh	ABILITY	Cure
ABILITY	Divine Judgment	ABILITY	—
ABILITY	—	EQUIP	Wand
Light	SIZE 145		
EXP 5800	1160		
MOL 2	DROP RATE 9	DROP	Magic Apple
		STEAL	Herb

Zombie Master

LEVEL	103	ATTACK	49	JUMP LEVEL	3
RANGE	5	MAGIC	46	THROW LEVEL	3
HIT POINTS	243	DEFENSE	29	COUNTERATTACK LEVEL	3
MAGIC POINTS	131	AGILITY	23	CATCH LEVEL	3

ABILITY	Throw Head	ABILITY	Self Bomb
ABILITY	Paralyze Wind	ABILITY	Death
ABILITY	—	EQUIP	Fang
Dark	SIZE 515		
EXP 20600	4120		
MOL 10	DROP RATE 2	DROP	Revival Dust
		STEAL	Shadow Mask

STORYCHECK

FIRESTARTER

There are laws against yelling this in most public places, but I guess it doesn't much matter to point that out now...

EVENT CHECK!
Elc's Village

As the next chapter in the Arc saga begins, you watch in horror as Elc's village is laid to waste by troops from Seirya. All the villagers, including Elc's father and grandfather, are gunned down in a hail of bullets as they stand defenseless at a rock base. Only Elc is spared—and only because at the moment he would have been killed, he demonstrated that he had the power of the Fire Guardian within him.

With the villagers out of the way, the huge statue of the Fire Guardian is then airlifted away by the Silver Noah. Is this statue the Fire Guardian itself?!?!? If so, then what you're witnessing is a flashback to when Seirya originally captured the Fire Guardian. As you recall, Arc found this Guardian imprisoned in a sealed containment unit shortly before the end of ***Arc The Lad***. Whoa!

Unfortunately for him, Elc is then taken to the "Facility".

ANIMECHECK

ELC'S VILLAGE

FADE IN ON:
A DARKENED SKYLINE
Begin PANNING to the SILVER NOAH. Flashes of light, denoting signals to the ground crew, are visible around the cockpit of the ship.

DISSOLVE TO show the left side of the ship as it moves by.

DISSOLVE TO show the underside of the ship. The cargo doors begin to open as it descends to carry away the FIRE GUARDIAN.

FADE OUT.

STORYCHECK

LIKE BOBA FETT, ONLY SHORTER AND NOT AS COOL-LOOKING

I guess this means it's time to wash the sheets.

EVENT CHECK!
Elc's Apartment

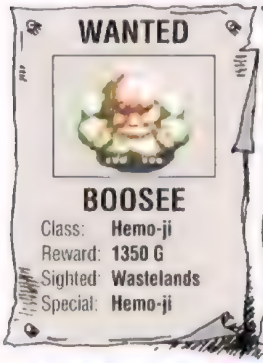
With a startled jump, Elc awakens from his nightmare of the past. It is a dream he is haunted by night after sleepless night.

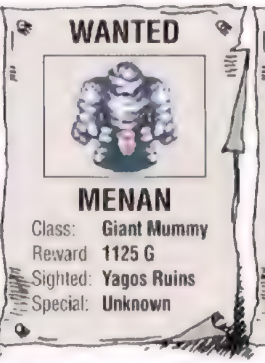
Upon attempting to leave Elc's house, Lynx shows up and tells Elc to hurry to the Guild as a job awaits. Elc's occupation is that of a professional bounty hunter, and the Guild is where he gets assignments. When asked about compensation for the job, Lynx pussyfoots around the exact amount it pays. Well, anything's better than nothing, so when prompted, choose ***Of course!*** to be able to leave Elc's house for the Guild.

HUNTERS' GUILD

Once in the Guild, inspect the wanted posters on the wall. These, along with any you see in future Guilds, show you possible bounties. If you run into any of these wanted criminals ***AFTER*** having seen them on a wanted poster, capture them to qualify for the reward money they have on their heads.

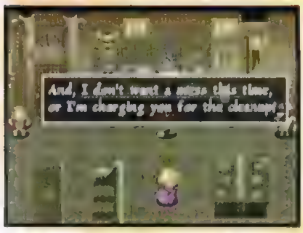
Ele checks out the latest wanted monster posters while someone else checks HIM out.





STORYCHECK

TIME TO EARN THE CASH



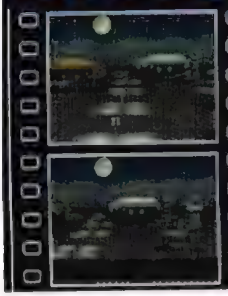
Ele's toilet habits seems to be quite notorious.

When you're ready, talk to the dispatcher at the counter to take the job. The bounty is at Aldia Skyport. Apparently there's someone causing trouble there. The dispatcher tells you it pays 2,000 Goz, but the money has already been given to Lynx. Hmmmm... Talk to Lynx at the door to the Guild--again, he tiptoes around discussing your pay in any real detail.

Since you trust him to do right by you, tell Lynx ***Of course!*** when he asks if you've signed the journal at the counter (unless you want instructions on how to use the game's save journals, in which case you'd want to select ***Huh, what's that?***), followed by ***Yes, I am!*** when he asks if you're ready. This last answer gets him to move from the doorway, allowing you to leave the Guild for the Skyport.

ANIMECHECK

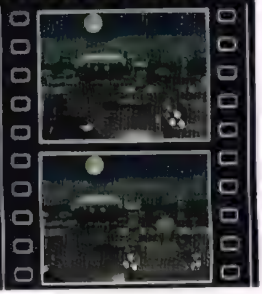
ALDIA SKYPORT



FADE IN ON:
EXT. ALDIA SKYPORT

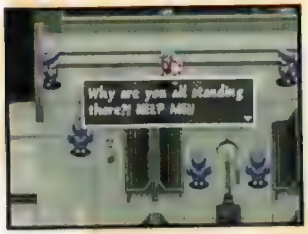
A full moon hangs in the sky. As the camera PANS to the RIGHT, a number of grounded airships can be seen in the background.

FADE OUT.



STORYCHECK

YIPPEE KI YAY...



They're standing there because they don't get paid enough to risk their necks to save someone from a homicidal maniac.

EVENT CHECK!
Aldia Skyport

Cut to the Aldia Skyport... A terrorist holds a frightened woman hostage. Thunderbolts from the terrorist rain down around the terminal, keeping security at bay. He demands only one thing—that the Skyport be closed down. If that occurs, the Saint Diana, the ship carrying all the major guests for the upcoming Ceremony, will be unable to land here. And, without the guests, there can be no Ceremony!

ANIMECHECK

ENTER THE SKYPORT

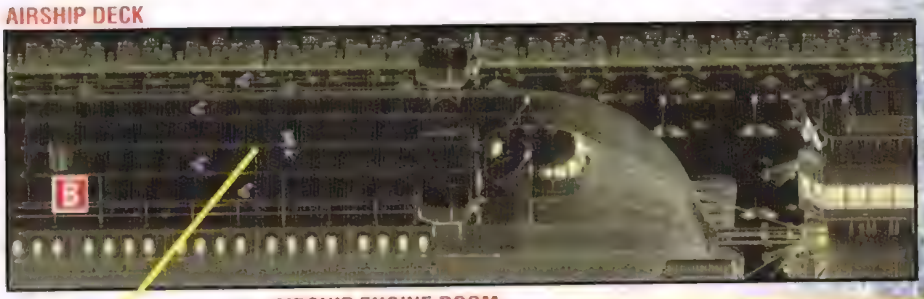
FADE IN ON:
EXT. ALDIA SKYPORT
The TERMINAL where the TERRORIST is located can be seen in the background. The propeller of the AIRSHIP can be seen moving as it descends.

CUT TO a side view of the TERMINAL. The AIRSHIP pulls up slightly to avoid hitting the TERMINAL, just as ELC jumps from the AIRSHIP and crashes through the WINDOW.

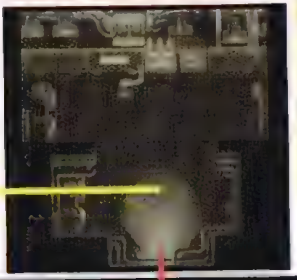
FADE OUT.

ALDIA SKYPORT

AIRSHIP DECK



AIRSHIP ENGINE ROOM



Check3 ⇨ PG. 165

Check2 ⇨ PG. 164

ENEMIES:

GIANT BAT x4

ALFRED x1

ROMALIA AIRSHIP

Check1 ⇨ PG. 164

ALDIA SKYPORT

Check1 ALL IN A DAY'S WORK

Without warning, Ele crashes the party...literally. The distraction provides just enough time for the hostage to escape. Your first battle then commences.

As in ***Arc The Lad 1***, battles are fairly strategic in nature. Characters may be moved to any tile within the currently highlighted area during your battle turn. An "ATK" (Attack) symbol appears over any target's head when it comes into range for the tile your character then occupies (you may need to face the enemy for this to occur). The type of weapon you have equipped dictates how far away you can be and still have an enemy in range of your physical attacks. Pressing the ⊗ button while an enemy is in range will then activate your physical attack. Pressing the ◉ button shortcut instead will bring up a list of all currently known usable magic Abilities, as well as noting the range of each via highlighting. Should you choose to cast any of these Abilities, press the ⊗ button while the desired spell is highlighted, then again after you've targeted the correct enemy. Pressing the ◉ button at any time will bring up the in-game Menu.

Note: In ***Arc 2***, characters DO NOT regain their Hit/Magic Points between battles like they did in ***Arc 1***. You've been warned!

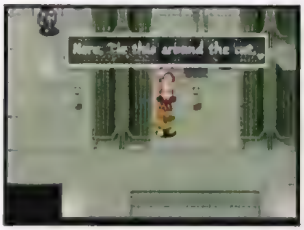
Since this encounter is basically to show you how the battle system looks, the designers made your opponent a green-haired, psychotic freak, which is the Arc Collection equivalent of the extra on Star Trek with the red shirt. It really doesn't take very much to come out the winner. Two or three attacks should be plenty.

When the terrorist realizes he's out of his league, he makes a run for it by fleeing out the terminal door and across the docking platform to a waiting airship.

Before going after the terrorist, speak to the woman you inadvertently helped escape from his clutches. As a show of gratitude, she will give you a **Gale Bandanna** to help stop the bleeding from the boo-boos you got on the way in, which gives you a stat boost if you wear it. Once you've received the Bandanna, head out onto the docking platform after the terrorist. From there you'll automatically enter the docked Romalia Airship.

Ele's catchphrase is simple and, uh...well, it's just simple.

But then again, green haired psychotic freak STOLE his catchphrase...



Ele regretfully cannot stay to play patient...

Check2 DAMSEL IN DIS-DRESS

Inside the airship, you stop at the first open door along the interior hallway. Sensing someone in the room, you enter the Airship's Engine Room. In the darkness you hear growling... followed by a voice. It's a girl, and she calls out for her guardian wolf beast (Paundit) to heel. Amazed that the wolf beast has been tamed, Ele asks the girl if she's seen anyone run by this room. Silence. As Ele starts to leave the Engine Room, the girl blurts out that Ele's description might fit her. Mid-way through a conversation that makes no sense to Ele, screams for help ring out from the hallway.

Lieza is beautiful, but not too convincing.

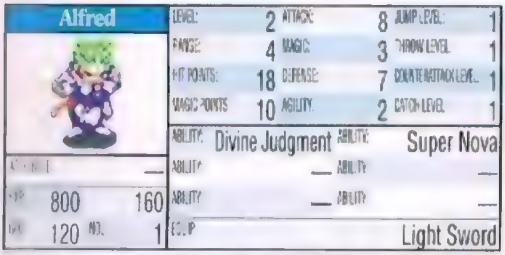
WHY WON'T YOU DIE?

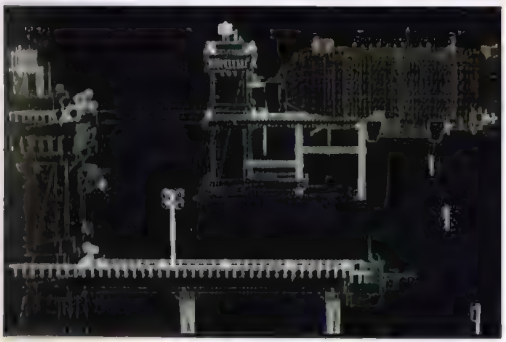
Rush back out to the hallway and enter the open door at the end (talking to the injured guard on the floor will point you in the right direction) to get onto the Airship Deck. Here you'll find Alfred (aka psychotic green-haired guy). Instead of running, he turns to face you—summoning four Giant Bats in the process. Just when it seems that you're hopelessly outnumbered... a healing spell shines down upon you. Puzzled, you turn to see the girl from the Airship's Engine Room and her wolf, Paundit. Three against five... at least the odds are now better than the five-to-one they were a moment ago. Your second face-off against Alfred then gets underway.

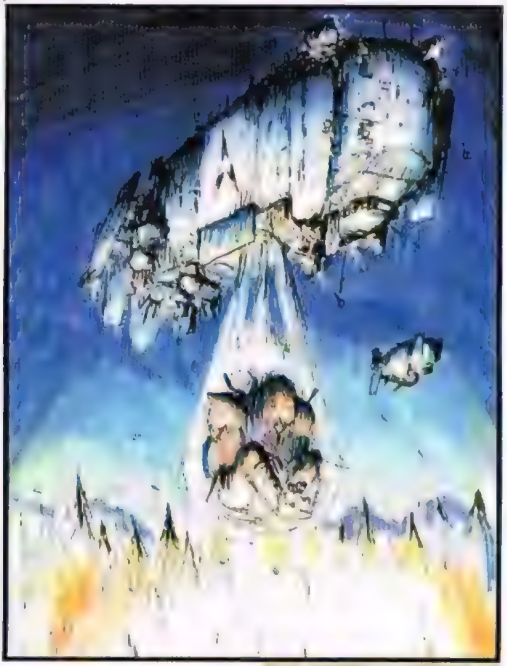
"Just...shut up, okay? You had me at hello...you had me at...hellõ."

Ele has a confession to make...

For this encounter, have Ele and Lieza attack the same bat (if necessary), while Paundit attacks one alone. If the Giant Bats group together, have Paundit use the Cold Breath Ability in the hopes of damaging or destroying several bats. You'll only have enough Magic Points to cast this once, so make sure to get the most out of it should you decide to use it. Don't forget Lieza's Cure Ability if anyone gets hurt (again, you'll only have enough Magic Points to use Cure once, so gather your characters together before you cast so they can all be healed). After the bats have been destroyed, have everyone converge on Alfred... he won't know what hit him. When his Hit Points reach a low enough level, Alfred gives up.







STORYCHECK

THE GREAT ESCAPE

Actually, this choice is pretty logical, given that there isn't much choice.

Upon his defeat, Alfred cries out that he'll be killed by the Cabal for failing in his mission to shut down the Aldia Skyport. With those final words, a shot rings out in the night... Alfred slumps to the ground.

EVENT CHECK!
Romalia Airship

Demanding that you turn Lieza over to them, a group of mafioso types appear, guns drawn. Knowing that this is a battle they cannot win, Elc, Lieza and Paundit race to the edge of the airship in an attempt to escape. When the men in black box them in, Elc flashes back to a time when he was in a similar situation as a child. Not wanting this time to turn out as the last did, where he left a friend behind, Elc uses the element of surprise to initiate an escape. All doesn't go as smoothly as he had hoped though, as Lieza is shot just after they slide down a docking cable to the platform below.

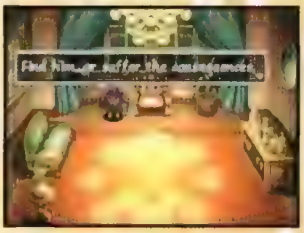
Fearing for Lieza's safety, Elc tells her that they should head to Indigos and attempt to find someone there who might be able to help her.

STORYCHECK

HELLO? BOGART CALLING...

A cut to Gallarno's Office shows the leader of the Cabal getting the bad news via a phone call from Bogart, one of the men on the airship.

At this point you're sent out to the game's World Map. Though several areas are labeled on the map, the only one you're allowed to enter now is Indigos. Follow the main road to the coastal city to the south. This is Indigos. Press the ⊗ button while the city's name is displayed on the map to be asked whether or not you'd like to enter it.



Gallarno understands consequences especially well, like the time he accidentally brushed his teeth with hemorrhoid cream. Bad consequences.

EVENT CHECK!
Gallarno's Office
▼
Indigos

STORY CHECK

THE NEW KID IN TOWN

Shu tells Elc the honest truth, as true friends often do.

After entering Indigos, Elc seeks out his friend Shu. Shu's apartment might be just the place for Elc to lie low while Lieza recuperates. While Elc fills Shu in on the few details he knows, it's suggested that he talk to Lado. It seems Lado is Indigos' resident "under the table" doctor... in more ways than one.

EVENT CHECK!

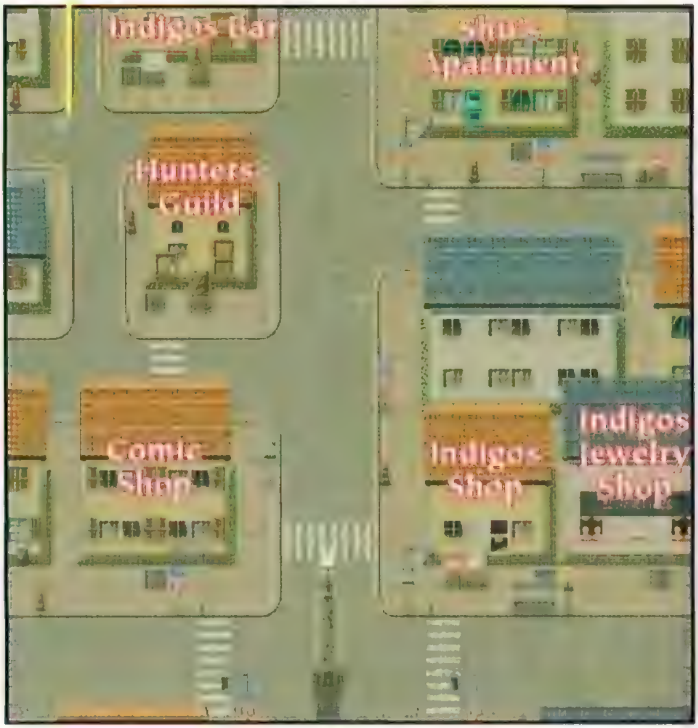
Indigos

Shu's Apartment

Once Shu leaves to take care of some errands, inspect the couch on the left side of the room to prompt the question, ***Go to sleep on the couch?*** Choose ***Yes*** to take a short nap and replenish your Hit and Magic Points to maximum.

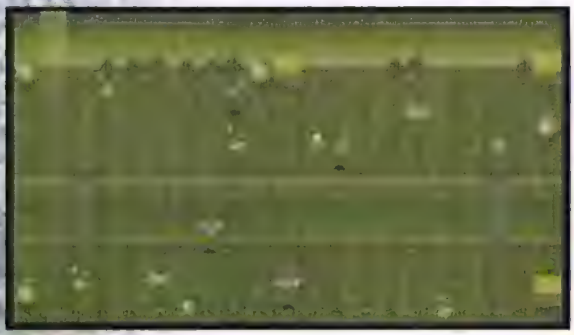
Check! ⇨ PG. 168

INDIGOS SHOP	
Revival Dust	1000 G
Cure-All	1000 G
Herb	60 G
Light Sword	400 G
Ax	400 G
Dagger	200 G
Spear	300 G
Cloth Shoes	300 G
Pad	400 G
Tooth	200 G
Gauze Wrap	400 G
Protector	400 G



Check! ⇨ THE SMELL CAN'T BE THAT BAD

If you stand on the manhole cover in the street to the northwest (near the Indigos Bar) and inspect it twice, you'll find a sewer passage that doubles as a hidden training battle with Slimes and Bats. This battle can be fought as many times as you'd like (you can use the couch in Shu's Apartment or buy Herbs from the Indigos Shop to heal yourself should the need arise).



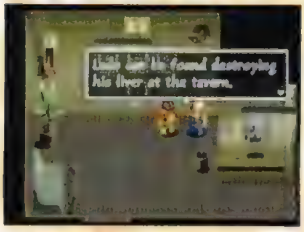
ENEMIES:

GIANT BAT x4

GREEN SLIME x2

STORYCHECK

PAGING DOCTOR LADO...



He's a doctor! Shouldn't he know better?!

Upon leaving Shu's apartment and speaking to the people of Indigos, you hear rumblings of a large bounty for the capture of a criminal by the name of Arc.

EVENT CHECK!
Shu's Apartment
Hunters' Guild
Indigos Bar

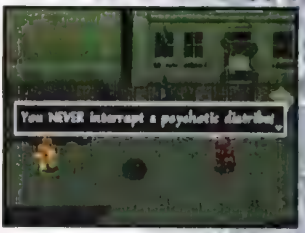
Make your way to the city's Guild (located in the building southwest of Shu's Apartment). Inside, speak to the dispatcher, then the Hunter standing next to the wanted posters in order to get more information about Doctor Lado's whereabouts. You're told to search the tavern, so head over to the Indigos Bar (the building located towards the top left). As you're on your way in, you pass by Doctor Lado who is on his way out (if you entered the Indigos Bar before talking with the men at the Guild, you would have found Doctor Lado sitting at the bar—three sheets to the wind). Talk to the bartender once the Doctor has left to find that he left Indigos for Ruin Town.

THE ROAD TO RUIN

EVENT CHECK!
Indigos
World Map
Ruin Town

Leave Indigos and head west across the World Map to Ruin Town.

Upon entering Ruin Town, you'll see Doctor Lado walk straight into a trap. Come to his aid by taking out the thief that seeks to do away with the good Doctor.



Psychosis interruptus often leads to blue cadavers.

In return for saving his life, Doctor Lado agrees to see Lieza. The two of you then head out of the Ruin Town to the World Map.

ENEMIES:

LELAND x1

ABANDONED BUILDING

AM I INTERRUPTING?

Should you re-enter the Ruin Town, you'll step into a potential mugging. If you live through that, you'll then be able to search the Abandoned Building. What you find there may net you a hefty reward. Don't forget that if you get yourself in over your head, certain battles can be escaped by choosing to leave the area once you position one of your characters near the side of the battlefield.

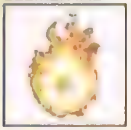
It's so hard to make friends in a new town.

ABANDONED BUILDING–FLOOR 2

ENEMIES:

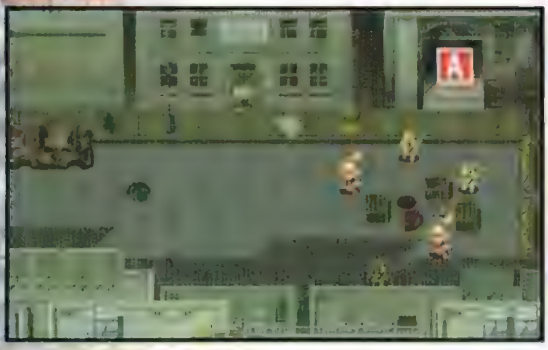
SKELETON x4

ELEMENTAL x3



ABANDONED BUILDING–FLOOR 1

RUIN TOWN



ENEMIES:

FIGHTER x2

ROBBER x3

OUTLAWCHECK

GOLZA

1 LOCATION: **Ruin Town–Abandoned Building** 2 WEALTH: **540 G** 3 MERITS: **1**

4 TIME FRAME: **After finding Dr. Lado in Ruin Town.**

5 DESCRIPTION:

The Skeleton known as Golza was last seen in the Ruin Town. After defeating the initial group of Robbers and Fighters, search the Abandoned Building at the rear of the dead end street. You'll find Golza and his henchmen on the second floor.

As with all Skeletons, bones left over after a foe's defeat must be destroyed in a short period of time or they will re-spawn. You must have previously checked the Prodias Guild's wanted posters for this creature to appear.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

GOLZA x1

SKELETON x3

ELEMENTAL x3

VOICES V

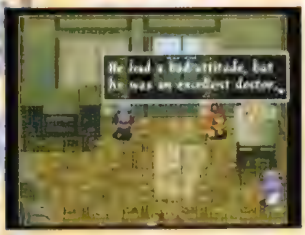
SEIICHI KURANISHI — SENIOR EDITOR, DENGEKI PLAYSTATION®

Can you describe your experiences in playing *Arc the Lad*?

I understand very well that in RPG games, the storyline is so very important; however, in my opinion, this is a game that is also interactive art. First the systems should be well organized and on top of that, the story is interesting and that is how it is expected to be. And I think that Arc the Lad satisfies these points very well and when we reflect on the game of Arc the Lad and think of how well it met these requirements...in Japan we have something called "running an errand" style of RPG. By that, we mean by finishing a series of many small tasks, the main story develops. Arc the Lad series is basically done in this style, however, it is unlike other "running an errand" type RPGs.

Once we started playing the Arc the Lad game, we could not stop playing and wondered why we were so consumed by playing this game. We often check ourselves to see if we made some sort of mistake...or maybe mistake is not the word, maybe I went in an inefficient direction while playing the game—perhaps not enjoying the game as it was intended. Perhaps I thought that I should be meeting other characters in the game. When I am thinking about things like this, I have difficulty advancing through the story while playing the game. So to check every single step at every step—Arc the Lad reminded me of this kind of experience. Especially when playing Arc the Lad III, it made me think. So when playing the game I was reminded of this and in Japan generally, this kind of "running the errand" kind of RPG is not considered to be interesting. However, the Arc the Lad series was not viewed in this manner at all. I tried to see all the events included in the game. Once when I was playing, in the middle of a game I forgot to go back to the town, just once, and I missed seeing a certain event, so I had to restart the game!

STORYCHECK A NIGHTMARE ON ELC STREET



It was probably the liquor.

EVENT CHECK!

Indigos

Shu's Apartment

Hunters' Guild

Take Doctor Lado back to Shu's Apartment in Indigos where he'll help your injured friend. The Doctor leaves once he's repaid his debt to you. With Lieza now out of the woods as far as death is concerned, speak to her to see how she feels. After formally introducing yourself (remember, you were in a bit of a rush when the two of you first met), Lieza tells you that the reason she was being held against her will was because she was being taken to a place called the "Facility". It seems that she was in the process of escaping when you stumbled upon her; hence, she originally assumed you were looking for her. While Lieza rests, speak to Shu (who returned shortly before you came back to his apartment with Doctor Lado). Shu agrees that this "Facility" Lieza spoke of may have ties to both your lost memories and your ability to control flame. Shu tells you he'll help you in any way he can, but first he needs to take care of a few things. At this point everyone rests for the night.

The Dreams... The painful reoccurring dreams. Night after night they creep back into Elc's subconscious... haunting him... reminding him of the horror that befell his clan so many years ago. With this new clue, perhaps the dreams may one day end. That day is not today though, as Elc's shaken awake by Lieza after he cries out. She's just as concerned about Elc's welfare as he was hers.

This is a clip from the Steven Spielburg movie version, to be shown with limited commercial interruption.

Shu is gone, presumably to do what he needed to do before joining, so it's just Elc and Lieza. Lieza tells Elc that she's feeling much better this morning, then asks him about the missing memories she overheard him talking to Shu about the night before. The story she hears next is not a pleasant one. The next thing Elc remembered after being taken away the day of the massacre at his village was Shu finding him in the west Aldian Desert five years ago.

When Elc tells Lieza that he's going to the Guild to drum up work so that they don't have to freeload off of Shu, she asks if she and Paundit can come along...so Elc can protect her, of course. Once he agrees, Lieza and Paundit become full party members (Paundit is also added to your list of captured Monsters).

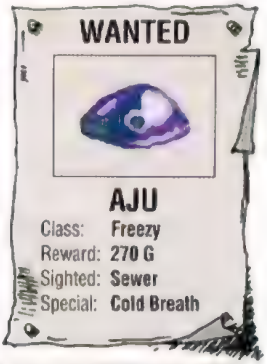
At this point, you can inspect the bed to bring up the question, ***Go to sleep on the bed?*** Doing so will replenish your Hit and Magic Points to maximum, should you need it.

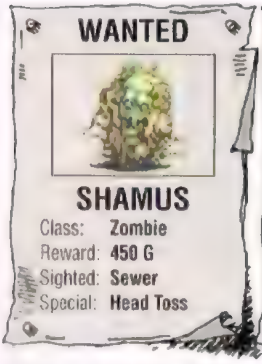
Elc's no freeloader, and that's a fact.

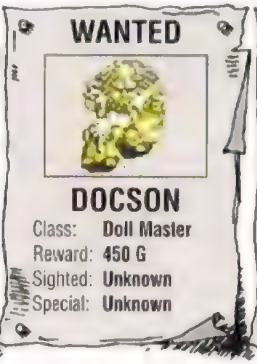
HUNTERS' GUILD

After taking a brief nap, it's time to head to the Guild to see what jobs are available. Talk to the dispatcher who will offer you your first job, "Nearly Sacked At The Cul-de-sac" (see page 174).

Don't forget that, along with the jobs the dispatcher has, there are also wanted criminals to apprehend. Remember, you must look at the wanted posters for each criminal in order for you to be able to recognize them on the battlefield. A quick glance at the wall shows the following bounties:







CHAT WITH THE HUNTER AT THE GUILD

In the Guild, the Hunter near the wanted posters gives you these tips on what you can do at each level of some of the various battle functions:

If this was really a *Bris* clearance center, this'd be a pretty sick sale.

Counters: Lv1—Counter enemies in front of you.
Lv2—Counter enemies in any direction.
Lv3—Inflict more damage.

Throw: Lv0—Use items on only yourself.
Lv1—Use items on squares adjacent to you.
Lv2—Use items on squares within 2 of you.
Lv3—Use items on squares within 3 of you + inflict more damage.

Catch: Lv0—Take damage when enemy throws item at you.
Lv1—You may "Catch" or "Throw Back" the thrown item.
Lv2—Take less damage + Receive or Throw Back more often.
Lv3—Inflict more damage with item + half items received added to stock.

Jump: Lv1—Jump over 1 square.
Lv2—Jump over characters.

After accepting however many of the jobs you think you can handle, leave the Guild and get to work.

JOBCHECK

NEARLY SACKED AT THE CUL-DE-SAC

1 LOCATION: **Back Alley**

2 WEALTH: **Pro Bono**

3 MERITS: **Zip**

4 TIME FRAME: **Indigos Guild—After Lieza and Paundit join the party.**

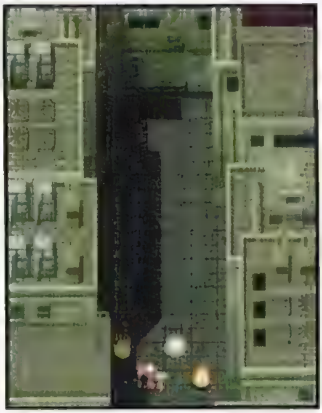
5 DESCRIPTION:

Speaking to the dispatcher leads to a job worth...nothing. As soon as you accept it you're sent out to a back alley to apprehend a group of bandits. The alley turns out to be a dead end, but by the time you realize this, you're cornered by a Witch Doctor. The Witch Doctor then summons a group of monsters to help him defeat you. With no other way out of this trap, the fight begins.

During this battle, as you defeat the monsters, more are summoned. After a set amount of them have been killed, the police arrive. Though their presence distracts the monsters, they're really there to apprehend your party. As the officers close in, a door opens at the back of the alley and a mysterious voice calls for you to hurry inside. What other choice do you have?

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:



7 CRIMINALS:

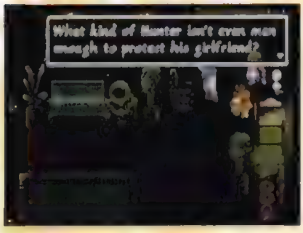
WITCH DOCTOR x1

PHANTASM x1

ELEMENTAL x?

STORYCHECK

GO IN OR STAY OUT?



Shante doesn't really have much room to talk. There is that business about her brother...'

After finishing the first task from the Guild, you're back in the main section of Indigos. With the fuzz hot on your tail, you rush into the Indigos Bar to hide.

Inside, your leggy new friend introduces herself as Shante. As you know from speaking to some of the townsfolk, Shante is the singer at the bar whose brother is in a hospital or something like that. Shante offers to get you information for a fee of 1500 G. You're also given an open-ended invitation to come and see one of her shows.

Cut to Gallarno's Office once again. Amused that you've come this far, Gallarno gives his men new orders.

Still stinging from the humiliating loss at "Simon Says", Gallarno gives his team captain a pep-talk.

Your task is now to return to Shante at the bar when you've raised the 1500 G to pay her for whatever information she can uncover.

Start by returning to Shu's Apartment. Even though it seems like Shu may lend you the cash to buy the information from Shante, he doesn't. Instead he joins your party at this time. Leave Shu's Apartment and enter the bar if you would like to see Shante sing. After the performance, head over to the Guild to take on a job or two so that you can raise some cash.

OUTLAWCHECK

AJU

1 LOCATION: Indigos Sewer

2 WEALTH: 270 G

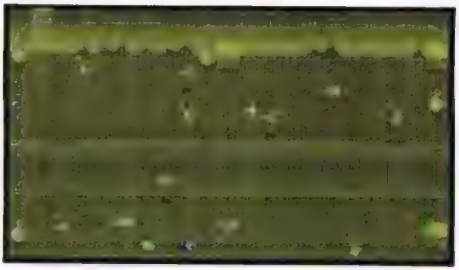
3 MERITS: 1

4 TIME FRAME: Indigos Guild—Before you've accepted or after you've completed the "Indigos Sewer Research" job.

5 DESCRIPTION:

Aju has been spotted in the Indigos Sewer. Search the sewer either before you've accepted or after you've completed the "Indigos Sewer Research" job to find this wanted creature. As with most Bounty Jobs, view the appropriate wanted poster in the Guild before tracking this creature.

6 AREA MAP:



7 CRIMINALS:

AJU x1 GIANT BAT x4 GREEN SLIME x2

FORM APPROVED HG01 02-004-58602

OUTLAWCHECK

SHAMUS

1 LOCATION: Indigos Sewer

2 WEALTH: 450 G

3 MERITS: 1

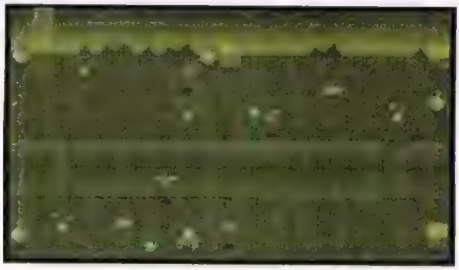
4 TIME FRAME: Indigos Guild—Before you've accepted or after you've completed the "Indigos Sewer Research" job.

5 DESCRIPTION:

Shamus the Zombie was last seen entering the sewer near the Indigos Bar. As with the previous bounty, check the appropriate wanted poster in the Guild prior to tracking Shamus to increase the odds of your finding him, then head down the manhole. As with all Zombies, Shamus will crumple to the ground once his Hit Points become too low. Hit him once more after this to defeat him for good.

Since the "Indigos Sewer Research" job and these two bounties take place in the same location, the wanted monster encounters can only occur before or after you've completed the "Indigos Sewer Research" job.

6 AREA MAP:



7 CRIMINALS:

SHAMUS x1 GIANT BAT x4 GREEN SLIME x2

FORM APPROVED: HG01-02-004-58602

JOBCHECK Indigos Sewer Research

1 LOCATION: Indigos Sewer | 2 WEALTH: 400 G | 3 MERITS: 2

4 TIME FRAME: Indigos Guild—After Shante saves you in the cul-de-sac.

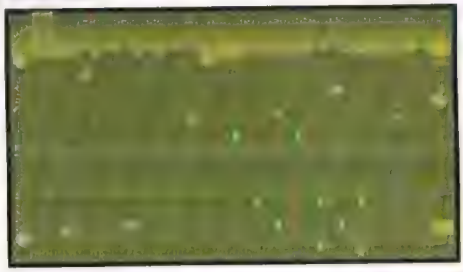
5 DESCRIPTION:

The town sewer system has been clogged for a number of days. However, repair personnel won't go down and fix it because it's overrun with monsters. The client wishes the Hunter to fix the sewer.

For this job, return to the manhole at the northwest side of town. Open it, then proceed down to the sewer below. At the rear of the sewer, you see a pile of Green Slimes blocking the drainage. Destroy the Slimes in order to get the Sewer flowing normally again, thus completing the job.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:



7 CRIMINALS:

GREEN SLIME x10

JOBCHECK Ghost House Ruin Town

1 LOCATION: Ruin Town | 2 WEALTH: 600 G | 3 MERITS: 2

4 TIME FRAME: Indigos Guild—After Shante saves you in the cul-de-sac.

5 DESCRIPTION:

In Ruin Town, there is a house where a child was killed long ago. The house is rumored to be haunted by a ghost that scares kids who play nearby. Client requests the ghost or ghosts be exterminated.

This job takes place in the Ruin Town. As soon as you set foot back in Ruin Town, the camera pans to show you the Haunted House. Enter the Haunted House and follow the monster upstairs to where you'll find a little boy and a Skeleton. When the boy is asked where he found the Skeleton he's been using to scare the passersby, the seemingly childish prank goes horribly wrong. You must defeat the newly reanimated Skeleton to complete this job (the four summoned Elementals will disperse once their leader has been dealt with).

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

BALDOI x1

ELEMENTAL x4

JOB/OUTLAW CHECK — Indigos Jewelry Robber

1 LOCATION: **Indigos Jewelry Shop** | **2** WEALTH: **1000 G** | **3** MERITS: **4 (job) 1 (bounty)**

4 TIME FRAME: **Indigos Guild—After Shante saves you in the cul-de-sac.**

5 DESCRIPTION:

Thieves who command monsters have been robbing jewelry shops lately. Client requests a Hunter to guard the jewelry shop tonight.

To prompt this job to appear, you need to look at Docson the Doll Master's wanted poster at the Indigos Guild, then leave Indigos and enter Hien Port, located far to the north. Upon your return to Indigos, this job will be available for you to take.

To begin the job, enter the Jewelry Shop during the daylight hours (if it is still evening, return to Shu's Apartment and sleep away the night) and speak to the clerk behind the counter. Answer, *Of course!* when he asks if you're ready to start. The scene then changes to the following night. Docson the Doll Master and his gang of Stone Golems break in through the rear wall and start to clean the store out. To complete this job successfully, you must stop all the would-be robbers before they can take the jewels and escape.

During the robbery, the Stone Golems will not attack your party members until they've taken the jewels from their row of display cases and are on the way out. A good way to slow down the robbers is to position party members directly in front of the cases so that they cannot be broken into. Alternately, you can position your strongest party member IN the blast hole to prevent any of the Golems from escaping, but they WILL have made a mess by the time they try to exit.

Once you've successfully thwarted the robbery (or you've failed and let Docson's gang escape), the police arrive. Your pay and merits for this job are based on how many of the robbers you stopped, plus the bounty on Docson's head if he was defeated.

6 AREA MAP:

7 CRIMINALS:

DOCSON x1

STONE GOLEM x4

FORM APPROVED: HG01-02-004-58602

JOBCHECK

Barns' Lost Dog

1 LOCATION: **Indigos Sewer**

2 WEALTH: **800 G**

3 MERITS: **3**

4 TIME FRAME: **Indigos Guild—After completing the "Indigos Sewer Research" job.**

5 DESCRIPTION:

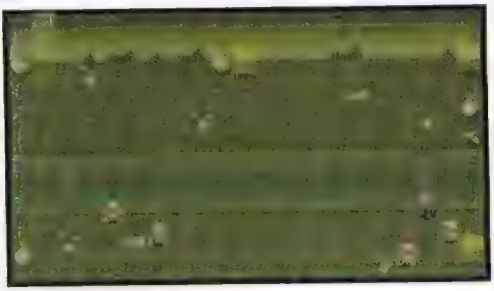
Mr. Barns has lost his dog. He wishes a Hunter to help him retrieve it. He'll meet you in front of the bar in daylight to give you more detailed information.

This job appears in the Guild once you've completed the "Indigos Sewer Research" job. After night passes and daylight breaks (rest in the bed in Shu's Apartment to cause morning to arrive), meet Mr. Barns outside the Indigos Bar (he'll be standing between the two signs). Once he gives you a description of his lost dog so that you know what you're looking for, return down the nearby manhole you used to complete the "Indigos Sewer Research" job to find the pup. As you approach it, a hungry Ghoul steps out from the shadows. Apparently, the Ghoul has a craving for Thai food, and closes in on Mr. Barns' dog. When you reveal to the Ghoul that you intend to put him on a crash diet, his unamused, non-vegetarian friends appear. Now that your party has arrived, they suddenly decide that you'd go well with some wine and beans, and decide to step up from the pup to bigger prey—you!

Kill the Ghoul and Zombies to complete this job. Like the Skeletons, these enemies fall to the ground in a heap when their Hit Points drop too low. When this occurs, you'll have to attack the heaps to fully destroy them. If you don't do this fast enough, they'll regain Hit Points and get back up.

Once this job is complete, speak to the boy who's standing in front of the Indigos Bar where you met Mr. Barns. He tells you that Mr. Barns has left Indigos to travel abroad, and wants to know if you can look after his dog while he's gone. You are then given four *Dog Treats*.

6 AREA MAP:



Isn't it bad manners to eat your guests?

ITEM!	
Mr. Barns' Dog	
Dog Treats	x4

7 CRIMINALS:

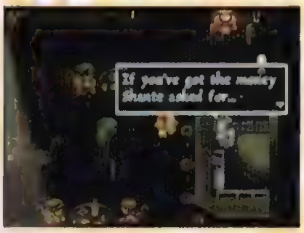
GHOUL x1

ZOMBIE x4

FORM APPROVED: HG01-02-004-58602

STORYCHECK

BACK, BACK AND FORTH (AND FORTH)



"...she wanted me to have you pick up some milk and eggs on the way home..."

When you've accumulated at least 1500 G, return to the Indigos Bar (if it's still evening, go to Shu's Apartment and rest for the night, then in the morning head over to the bar) and talk to the bartender to get a message from Shante. She wants you to deliver the money to her after the bar has closed. Back you go to Shu's Apartment to sleep away the day so that night will seem to come quicker.

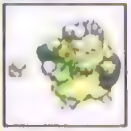
EVENT CHECK!

Indigos Bar

Shu's Apartment

ENEMIES:

GULNAG x1



ROBBER x4

I'LL NEVER JOIN YOU!

Gulnag appears on the bar's stage once you come looking for Shante. He claims to be a New Human—a creature with the soul of a man, but the body of a monster. While trying to dig up information for you, Shante was captured by these creatures. Power beyond your wildest fantasies is offered to you by Gulnag in return for joining the New Humans. Your refusal begins the battle.

You need to defeat only Gulnag to end this encounter; the Robbers are extra.

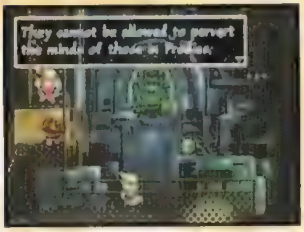
As he collapses, Gulnag tells you that if you want to rescue Shante, you'd best go to the Statue of the Goddess at Ceremony Pavilion in Prodias—QUIC'K!!! Though it's almost certainly a trap, Shante was helping you when she fell into the wrong hands, so you have no choice but to return the favor.

"So, uh...what else you got to offer? We're not unreasonable, it's just that your deal's kinda cheap."

STORYCHECK

CONVERSION
Arc the Lad
BONUS!

This is the first "Conversion Bonus" scene. This scene will ONLY play out IF you've converted data from *Arc I*. Whenever you see this seal, know that the event will be skipped if you didn't convert.



Arc demonstrates his firm grasp of black-and-white issues.

FAMILIAR FACES

EVENT CHECK!
Gallarno's Office
Romalia Secret Lab
Mind Control Lab

After a short cut to Gallarno's Office showing him being updated on the recent turn of events, we switch back to our old band of heroes... Arc and his band of merry men (minus a few faces), as they break into the Romalia Mind Control Lab.

Though they're too late to stop the experiments they had hoped to, our heroes are just in time to disperse a few more of Andel's evil minions. Arc makes a startling discovery just before the battle commences: the Zombies ARE the failed experiments of the Romalian Scientists! Their humanity was stripped away, courtesy of Andel!

After the battle, Poco discovers a small replica of the Statue of the Goddess in Prodias. When Poco mentions that the statue's unveiling ceremony is happening soon, Tosh puts one and one together. Andel's Plan must involve Prodias. It's decided—Prodias is your next destination! The scene then fades...

ENEMIES:

ZOMBIE x4

DEATH WIZARD x2

DARK WIZARD x1

STORYCHECK

ROAD TO NOWHERE

A good place to aimlessly wander to power up, if that's your bag.

Leave Indigos and begin your trek toward Prodias. Along the way, you can stop in the Wastelands (across the bridge north of Ruin Town on the World Map) if you'd like to battle the locals there to get experience or items.

Along with the Wastelands, the Ceremony Pavilion and Prodias areas on the World Map have now opened.

EVENT CHECK!

Indigos

Wastelands

Ceremony Pavilion

Prodias

Since the Statue of the Goddess is located at the Ceremony Pavilion, begin by heading there. No sooner do you enter the pavilion than you're turned away by the guards for not having a ticket to the Ceremony. Hmmm...with no scalpers in sight, this might be a difficult search. Where to get a ticket...?

Enter Prodias proper to start your search for one.

Yeah, well if you don't have a college diploma, you become an expendable kiddie cop.

ENEMIES:

ROC x4

WIND DEVIL x2

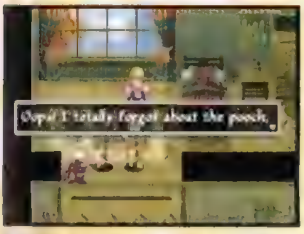
PRODIAS

PRODIAS ITEM SHOP	
Revival Dust	1000 G
Cure-All	1000 G
Herb	60 G
Gauze Wrap	400 G
Protector	400 G

PRODIAS WEAPON SHOP			
Light Sword	400 G	Wood Club	300 G
Ax	400 G	Leather Knuckle	225 G
Light Flail	360 G	Cloth Shoes	300 G
Dagger	200 G	Pad	400 G
Spear	300 G	Tooth	200 G

STORYCHECK

SOLD OUT



Which is why there's a puddle to clean up now.

Once in Prodias, Elc brings your party to his apartment. Here he fills Lieza in on a few elements that may come in handy during the rescue of Shante—one being that he has a small airship called the Hien hidden at a nearby Port. When Mr. Barns' Dog makes an appearance (if you successfully completed the job "Barns' Lost Dog"), you'll need to give it a name (possible choices include Marl, Standy, Bess, or Chataro). Afterwards, you turn in for the evening—tomorrow is going to be a big day.

EVENT CHECK!

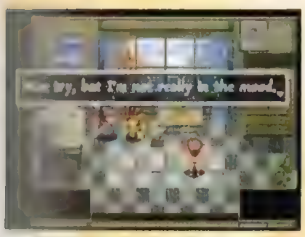
Prodias

Elc's Apartment

Prodias

In the morning, if Lieza is the leader of your group (current on-screen icon), you can use her to praise Barns' dog. Once you do this with her, you're asked if you'd like to ***Train the dog?*** Choose ***Yes*** to teach the dog to ***Shake*** hands. The cost of learning this trick is one of the four Dog Treats you were given in Indigos when you first acquired Barns' dog. Another trick you can teach the dog is ***Beg***, but it'll cost you more of the Dog Treats. Further tricks require more Dog Treats than you have left at this time so they'll have to wait until you've accumulated more. To get Lieza or any other character to take control of your party, tap the L2 or R2 trigger buttons to cycle through to the desired character.

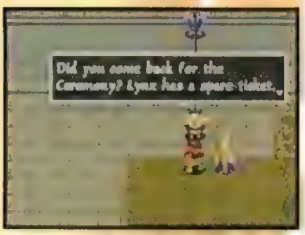
Lookie? LOOKIE? Where was this girl raised?



Sadly, the story of Elc's young life

In the room next to Elc's, a painter is trying to complete a portrait of the woman next to the bed; problem is, she won't smile. Talk to her and choose ***Yes*** when asked if you should make her laugh. Unfortunately, tickling doesn't work.

Outside, talk to the man across the street from the Smith Shop to find that Lynx has an extra ticket to the Ceremony. Further discussions with this man reveal that Lynx is at Hien Port, just to the west of Prodias. Leave Prodias to find Lynx.



Townspeople in RPGs know the most amazing things at times.

OUTLAWCHECK

BOOSEE

1 LOCATION: **Wastelands**

2 WEALTH: **1350 G**

3 MERITS: **3**

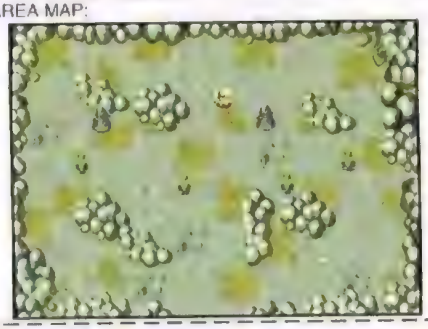
4 TIME FRAME: **Prodias Guild—After returning to Prodias, and before getting the Invitation from Lynx.**

5 DESCRIPTION:

After checking all the wanted posters in the Prodias Guild, leave the city and take a trip to the Wastelands. There you'll find Boosee the Hemo-ji (hey, that rhymes). Bring a few Herbs with you or make sure Lieza's Magic Points are maximized, as even though the normal foes here aren't much of a challenge, Boosee is considerably stronger than them. With Boosee's defeat, he drops a *Scorpion* (spear) for Elc. Since the Prodias Guild isn't hiring at this point, you can use the Indigos Guild instead to collect your payment on this bounty.

FORM APPROVED HG01-02-004-58602

6 AREA MAP:



7 CRIMINALS:

STORY CHECK THESE EVENTS ARE SO COMMERCIAL

Now molded, blobs of silicone are another matter entirely...

Upon entering Hien Port, Ele calls out for Lynx to open the gate. A few minutes and a small electrocution later, Lynx inputs 5 as the password and the gate opens. Lynx has been working on the airship, and claims the Hien is now ten percent faster. Talk to Lynx to be given his extra **ticket** to the Ceremony.

EVENT CHECK!

Hien Port

Ceremony Pavilion

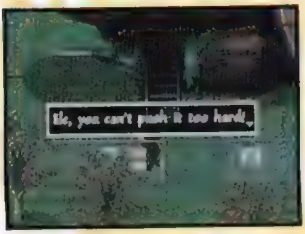
Now that you've gotten your hands on a ticket to the unveiling of the Statue of the Goddess, make your way to Ceremony Pavilion to observe the festivities.

The statue is a gift from the people of Romalia, symbolizing the coming together of the two nations, Gallarno tells the crowd as your party files in—not so quietly. As the statue is viewed by the public for the first time, an eerie glow begins pulsating. The crowd's energy is being drained—so this is Gallarno's Prodias Plan! Just as all seems lost, Arc and his posse make a guest appearance in the Silver Noah. From high above the statue, Gogen uses his Thunder Storm magic ability to bring Gallarno's plan tumbling down.

Even while he prepares to take over their minds, Gallarno's bossy.

STORYCHECK

TIME FOR SOME GOOD OL' REVENGE



Okay, this is way too easy, so let's just let the picture speak for itself.

After seeing the Silver Noah at the Ceremony Pavilion, Elc flashes back to the day his village ceased to exist.

EVENT CHECK!

Ceremony Pavilion

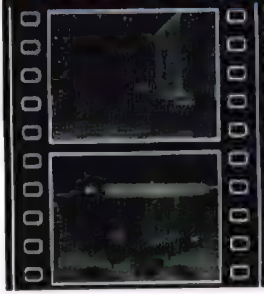
Hien Port

With revenge in his blood, Elc rushes from the pavilion, his mind set on one thing: destroying the Silver Noah!

Lynx tries to tell Elc that the engine hasn't been adjusted yet, but that doesn't stop him as he knocks his friend down to get to the Hien. Unable to stop him, Lynx calls out to Elc a final warning as the Hien lifts off —don't push the airship too hard, or it'll destroy the engine!

ANIMECHECK

OVER THE STATUE OF THE GODDESS



FADE IN ON:
EXT. SILVER NOAH
We view the side of the SILVER NOAH as it races away from the CEREMONY. In the background, the HIEN can be seen as it races to catch up to the SILVER NOAH.

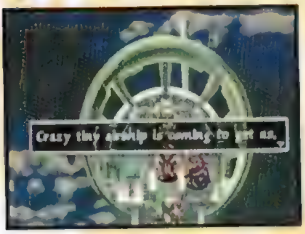
PAN to show the HIEN overtake the SILVER NOAH. The HIEN moves in front of the SILVER NOAH, and then moves to the left side of the SILVER NOAH.

CUT TO a CLOSE-UP of the left side of the SILVER NOAH and PAN to the back of the ship. CUT TO a REAR SHOT showing the HIEN racing towards the SILVER NOAH.

FADE OUT.

STORYCHECK

FULL SPEED AHEAD

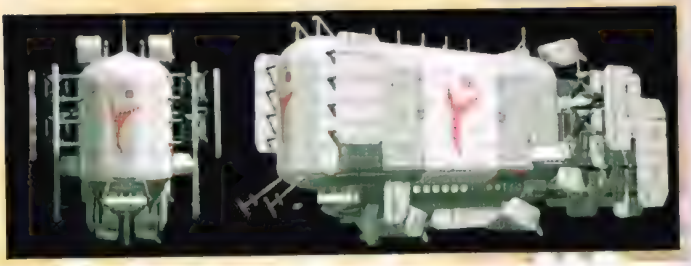


Chongara's speech therapist is mad as hell that he missed two appointments in a row, and is after them.

As the Hien comes within range, Arc tells Chopin to bring the Silver Noah to full speed.

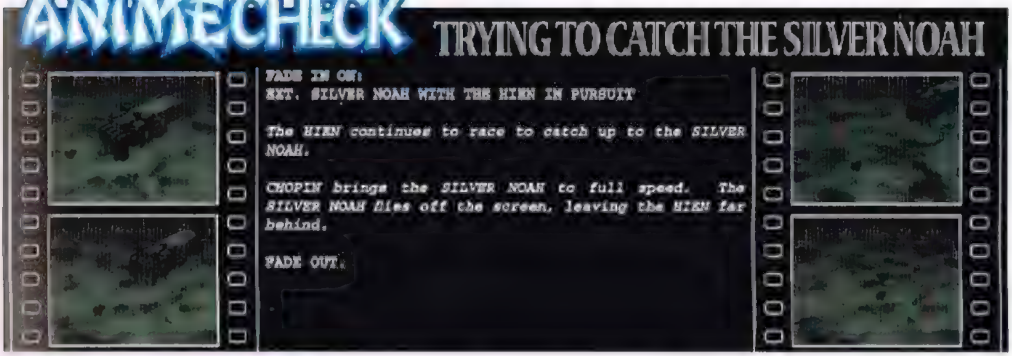
EVENT CHECK!

Silver Noah



ANIMECHECK

TRYING TO CATCH THE SILVER NOAH



FADE IN ON:
EXT. SILVER NOAH WITH THE HIEN IN PURSUIT

The HIEN continues to race to catch up to the SILVER NOAH.

CHOPIN brings the SILVER NOAH to full speed. The SILVER NOAH flies off the screen, leaving the HIEN far behind.

FADE OUT.

STORYCHECK

WHAT GOES UP, MUST COME DOWN

She canna take it any more, Captain!

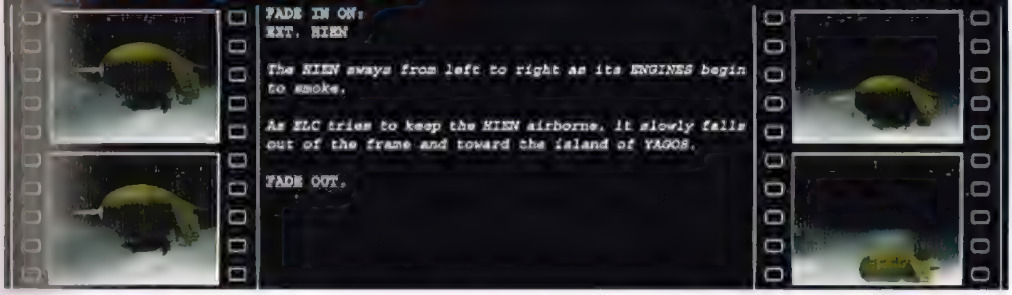
Though it becomes too much of a strain for the Hien to keep up with the Silver Noah, Elc risks death and massive damage to the airship trying to get a little revenge. Against his friend's better judgment, Elc attempts to overtake the Silver Noah again.

EVENT CHECK!

Hien

ANIMECHECK

HIEN CRASH



FADE IN ON:
EXT. HIEN

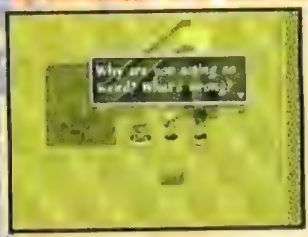
The HIEN sways from left to right as its ENGINES begin to smoke.

As ELC tries to keep the HIEN airborne, it slowly falls out of the frame and toward the island of YAGOS.

FADE OUT.

STORYCHECK

ULTERIOR MOTIVE



Ginie ratted me out for eating paste! Waaah!

EVENT CHECK!

Vilmer's House

Research Laboratory

Yudo Village

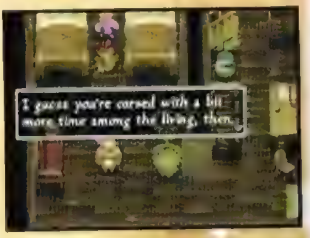
The Hien ends up crash-landing on Yagos Isle. Soon afterwards, one of the island's native inhabitants rushes to tell Doctor Vilmer. The two of them head to the crash site to search for survivors.

Flashback to Elc and Ginie on a playground. Ginie tells him that he should admit to Mariel that he likes her. With the opportunity to do so at hand, Elc chickens out.

Elc awakens to the sight of Lieza in Doctor Vilmer's house in Yudo Village. She quickly fills Elc in on what happened. Elc tells Lieza that even though unconscious, he still wasn't able to shake the dreams of his past. What's worse is that even with so many nightmares, he's unable to remember the whereabouts of where he was held.

The Doctor comes in and reveals to Elc that after he brought him here, it was Lieza who tended to his wounds while he was resting.

It then dawns on Elc...where's Shu? When Lieza mentions that he was gone when she woke up, it's decided that the next course of action should be finding Shu. The two then head downstairs to Doctor Vilmer's Research Laboratory.



Yes, and the doctor is cursed with more time among the constipated.

Unfortunately, the Doctor's a cranky old coot and howls at you that he came to the island to be alone and regrets your being there any longer than necessary. Since it seems you've made a full recovery, he boots you out.

YUDO VILLAGE

RESEARCH LABORATORY

VILMER'S LAB

VILMER'S HOUSE

Check3 ⇨ PG. 190

WEAPON & ITEM SHOP

Revival Dust	1000 G
Cure-All	1000 G
Blood Herb	82 G
Herb	60 G
Light Sword	400 G
Dagger	200 G
Wood Club	300 G
Leather Knuckle	225 G
Shot Whip	400 G
Pad	400 G
Tooth	200 G
Gauze Wrap	400 G
Protector	400 G

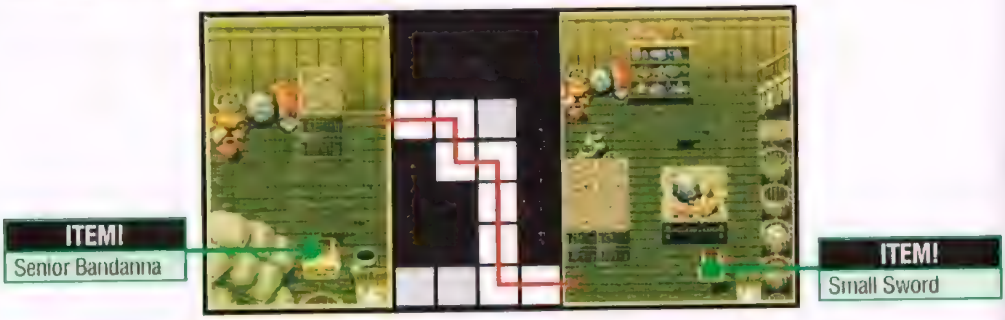
Check1 YUM! DOGGY SNACKS!

Outside, you meet the inhabitants of Yudo Village. Talking to the woman near the dog pen will get you a Dog Treat (if you leave and re-enter the village you can get another by talking to the same woman again). Repeating this several times allows you to stock up on as many as fifteen ***Dog Treats***.

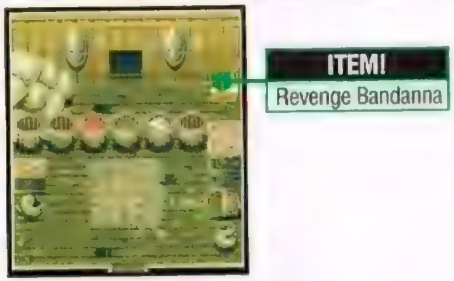
Fortunately, this is another dog-lover, and not a native looking for a meal.

Check2 WALKING THROUGH WALLS

The Native's Hut at the top right has a secret room in its basement. Reach it by walking into the bottom left corner of the main basement area, then when you've gone slightly into the wall, go upwards for a brief bit, and finally to the left to enter the secret room. A chest containing a **Senior Bandanna** can be found here. There's also a chest with a **Small Sword** inside it in the main basement area.



Check3 BACKDOOR BOOTY!



For yet another item, enter the left hand Native's Hut from the rear to find a chest containing a **Revenge Bandanna**.

STORYCHECK

KIDS, YA GOTTA LOVE 'EM

Where'd Lieza learn to speak like THAT?

When you're done scouring the village, return to the Research Laboratory located downstairs in Doctor Vilmer's house. The locked door at the top of the room is now open (for this to occur, you must have spoken with Lia, the little girl in front of Doctor Vilmer's house). Through the door lies the Hien. Apparently Doctor Vilmer and the natives brought it back to the lab in pieces so they could rebuild it. Lieza is furious... the accusations start flying, but are cut short when one of the villagers rushes in and tells the Doctor that Lia went to play in the ruins—but hasn't yet returned! Since Yudo Village has no real "warriors" of its own, it's up to you to try to rescue the little girl from certain doom. It looks like finding Shu will have to wait.

EVENT CHECK!

Research Laboratory

Yudo Village

Yagos Isle

Combine Shop

Leave the village and head southwest to the Sealed Ruins. The Combine Shop you'll see along the way has nothing you can use at this point, so pass by it for now.

COMBINE SHOP

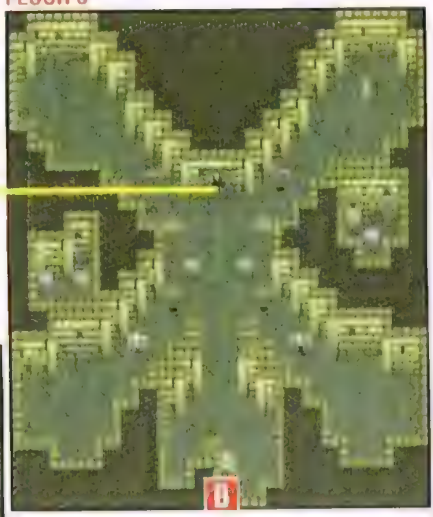
At the Combine Shop, items that you've found can be melded into a new item. These items can then be used to aid everyone during the game. However, at this point in time, the party hasn't acquired enough items to take advantage of this shop. Keep your eyes open for the following items which can be used to produce new items. Remember to return here to combine items—later in the game, that is.

Item Created	Item #1	Item #2	Item #3	Item #4
Spatha	Kaiser Glove	Small Sword		
LightLong Sword	EarthLong Sword	IceLong Sword	FlameLong Sword	WindLong Sword
Falchion	EarthLong Sword	Long Sword		
Taburi	Crown Ax	Gale Bandanna		
Silent Massacre	War Pick	Scimitar		
Beam Ax	FlameHand Ax	Drowned Ax		
Dual Ball	Light Flail	Spark Flail		
Assassin Dagger	Dark Smasher	Gladius		
Dual Knife	Slasher	Defender		
Magic Nail	Brass Knuckle	Spirit Seed		
Stone Boots	Crush Boots	Mirror		
Dagger Boots	Tri-Shot	Scale Legs		
Dragon Boots	Needle Shoes	Super Boots		
Salamander	FlameSnake Whip	Scale Legs		
Fibre Stick	Wood Club	Light Pole	Nuru-nuru	
Astral Pole	Fibre Stick	Studded Club		
Mirage Wand	Change Staff	Purple Mem Grass		
Extra Rod	Scale Wand	Battle Stick		
Micro Bomber	Killer Sound	Tower Guard		
Double Moon	Light Sickle	Dark Weapon		
Poisoner	Arsenic Mask	Poison	Antidote Nut	
Elven Chain	Wind Robe	Violet Necklace		
Light Robe	Decorator	Cape	Ruby	
Light Charm	Earth Charm	Ice Charm	Flame Charm	Wind Charm
Chaos Tanzanite	Tanzanite	Sleepless Card	Sunglasses	
Romancing Stone	Romancing Stone 1	Romancing Stone 2	Romancing Stone 3	Romancing Stone 4

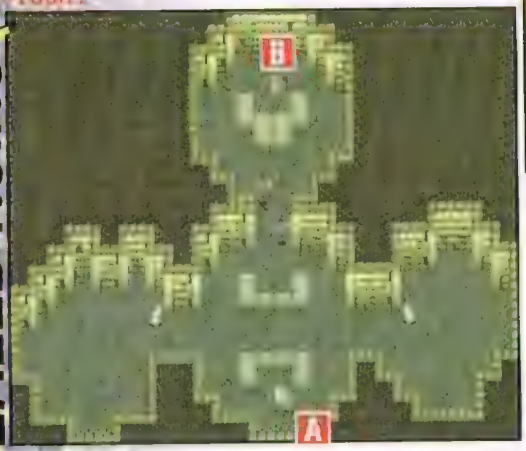
SEALED RUINS (YAGOS ISLE)

FLOOR 3

Check! ⇨ PG. 193



FLOOR 2



ENEMIES:

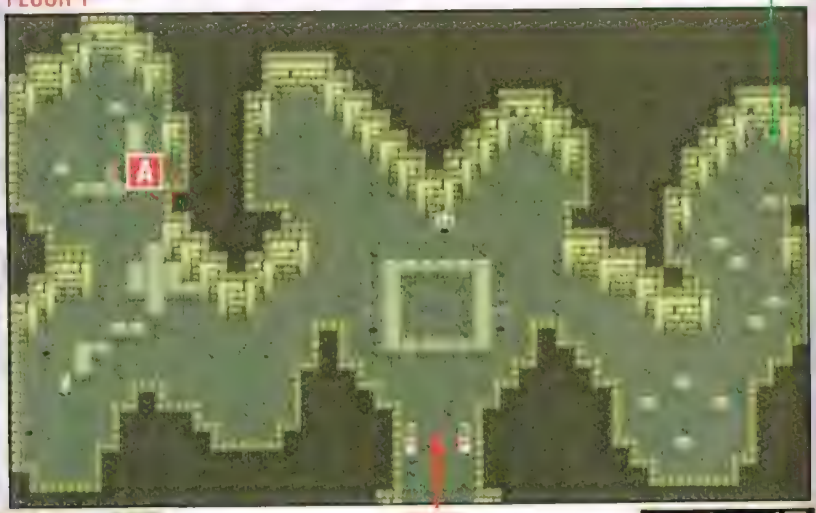
MUMMY

VAMPIRE BAT

ITEM!

Defender

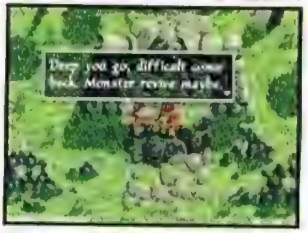
FLOOR 1



START

I WANT MY MUMMY!!!

The Sealed Ruins on Yagos Isle work like the Forbidden Ruins from ***Arc The Lad*** in that they are multiple stories deep and play out as if they were one long battle. Using a set of stairs to go up or down a level can bypass some fighting, but will not replenish your party's Hit or Magic Points (though it will remove any status effects your characters may have had cast on them during any particular floor).



Elc mistakenly stumbles into an authority on native mating rituals.

Once you're past the carved arch and in the ruins themselves, the fun begins.

One thing to be aware of: though the native at the arch claims that monsters here revive themselves, they do not reappear if you return to a floor after having killed all foes on it. For this to occur, you'll need to leave the Sealed Ruins and re-enter them.

"Maybe we can just be friends, then..."

Like Zombies and Skeletons, when a Mummy is knocked too low in Hit Points it will change forms—in this case retreating into its sarcophagus. Attacking the stone coffin one final time does away with this foe. Unlike in ***Arc The Lad***, any treasure chests you find needn't be attacked to open them. Inspecting them after the battles or whenever you come to them will suffice. Another difference between this and the first ***Arc*** game is that in these ruins, multiple battles can and will occur on the same floor. Walk into the wrong section and it's time to dust off the weapons again.

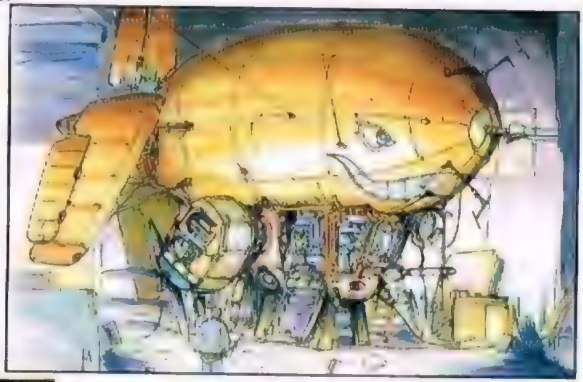
Check!

LASER-WIELDING ROBOT!

On the third floor, you find Lia surrounded by Mummies. (They're closing in on her too fast—you'll never make it to her in time!) A scream from Lia awakens the thing embedded in the wall behind her. Within seconds, all four Mummies are vaporized by a beam of energy from the wall.

Lia gets more mummies than nature intended, and isn't the least bit happy about it.

With Lia safe—for the moment—you leave the Sealed Ruins and return to Yudo Village.



STORYCHECK

DOMO ARIGATO MR. ROBOTO

That's okay. Just call me Ms. Jackson, then.

Thrilled to see his granddaughter alive, Doctor Vilmer apologizes to you for being rude before. When Lia tells him how the thing in the wall saved her, the Doctor strikes a deal with Elc. He'll repair the Hien if Elc retrieves the thing in the wall from the Sealed Ruins.

EVENT CHECK!

Yudo Village

Vilmer's House

Sealed Ruins

At this point, head into Doctor Vilmer's house and rest for the night. During his slumber, Elc dreams of the day he was brought to the "Facility". This was also the day he first met Mariel and Ginie, the two girls from his previous dreams. Resting a second time will prompt another nightmare. When you wake, head out of the village.

As you start to leave Yudo Village, the merchant calls you over. In return for your helping Lia, he teaches you the virtues of using a sword and whip. After this, make your way back to the Sealed Ruins.

ENEMIES:

MUMMY

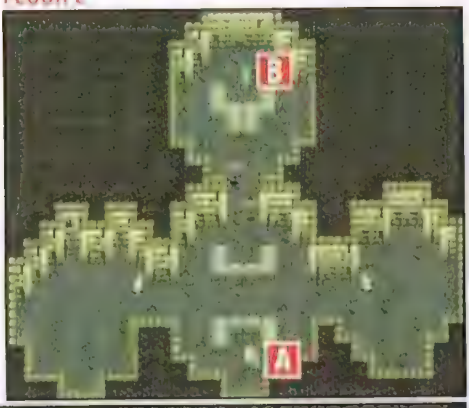
SKELETON

GIANT BAT

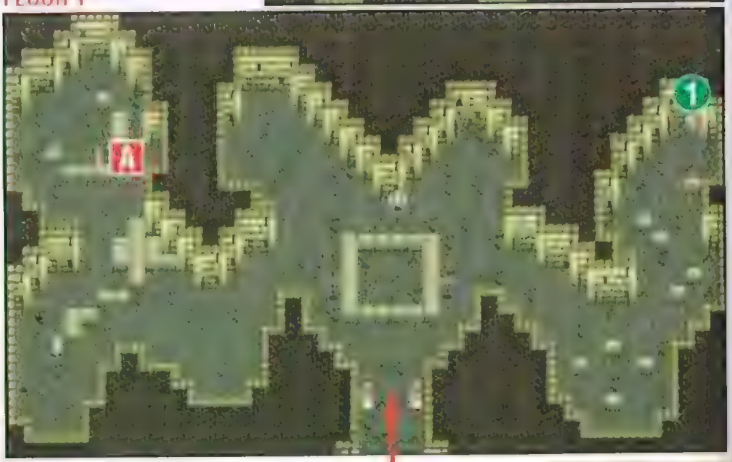
VAMPIRE BAT

RUIN RAVEN

FLOOR 2



FLOOR 1

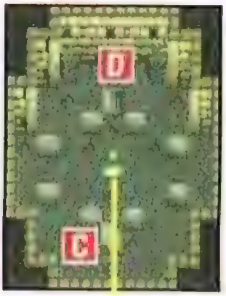


ITEM! (NO. 1-10)
1 Defender
2 Crown Ax
3 Magic Apple
4 Magic Apple
5 Magic Sprig
6 Reco's Grass
7 Dagger+0
8 Recover Fruit
9 Magic Apple
10 Cure-All

Check1 ⇨ PG. 196

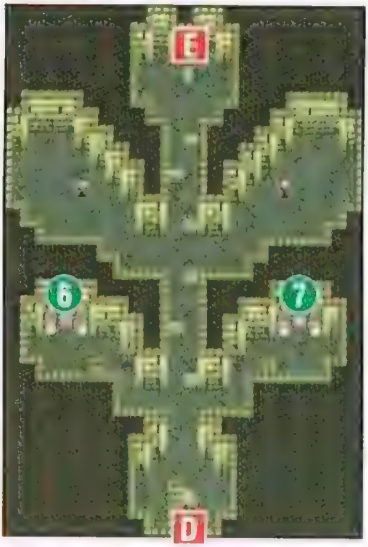
FLOOR 3

FLOOR 4

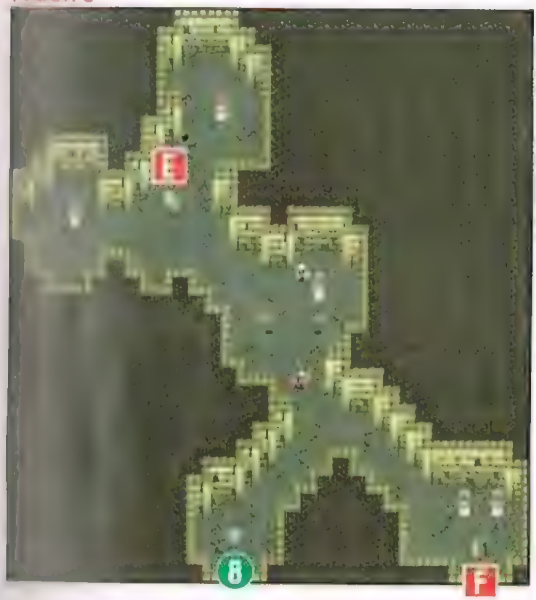


Check2 ⇨ PG. 197

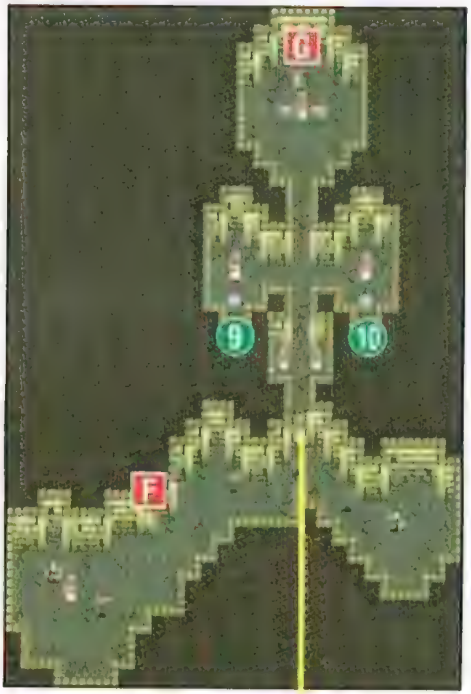
FLOOR 5



FLOOR 6



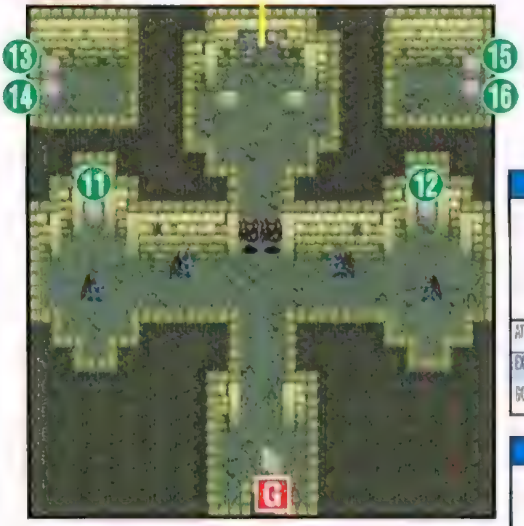
FLOOR 7



Check3 ⇨ PG. 197

Check4 ⇨ PG. 197

FLOOR 8



ITEM! (NO. 11-16)	
11 Full Power Fruit	12 Revival Dust
13 Magic Apple	14 Cheer Nettle
15 Pirom	16 Magic Apple

Ruin Raven

LEVEL:	14	ATTACK:	11	JUMP LEVEL:	0
RANGE:	4	MAGIC:	6	THROW LEVEL:	1
HIT POINTS:	54	DEFENSE:	12	COUNTER ATTACK LEVEL:	1
MAGIC POINTS:	21	AGILITY:	5	CATCH LEVEL:	1
ABILITY:	Speed Up	ABILITY:	Charge		
ABILITY:	—	ABILITY:	—		
ABILITY:	—	ABILITY:	—		
EQUIP:					Light Sickle
ATTRIBUTE:	Dark				
EXP:	2800		560		
BOZ:	70	MOL:	1		

Guard of Seal

LEVEL:	15	ATTACK:	6	JUMP LEVEL:	0
RANGE:	4	MAGIC:	15	THROW LEVEL:	1
HIT POINTS:	45	DEFENSE:	7	COUNTER ATTACK LEVEL:	1
MAGIC POINTS:	50	AGILITY:	5	CATCH LEVEL:	1
ABILITY:	Hell Stairs	ABILITY:	Divide		
ABILITY:	—	ABILITY:	—		
ABILITY:	—	ABILITY:	—		
EQUIP:					Light Sickle
ATTRIBUTE:	Dark				
EXP:	3000		600		
BOZ:	75	MOL:	1		

ENEMIES:

GUARD OF SEAL x2

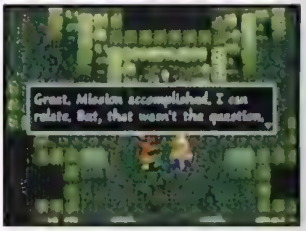
GARGOYLE x4

Check1 ⇨

YOU DON'T KNOW DIEK!

The battles on the first two floors of the Sealed Ruins are the same as when you went looking for Lia. On the third floor you find the thing in the wall, exactly where you last saw it. Attempting to dig it out triggers it to awaken once again. It begins by asking who you are. When you tell it you were sent by Doctor Vilmer, it tells you it is Diekbeck, leader of the 7 Machine Gods. Further questioning of Diekbeck reveals that in order to free itself, it will need a Power Unit found on one of the lower floors of the ruins. Shortly thereafter, its power completely drained, it deactivates.

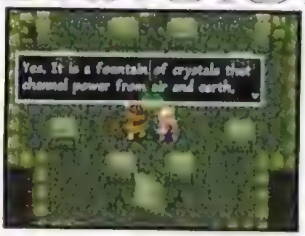
There are also four treasure chests on the third floor that you cannot open at this point in the game as they are located in rooms out of your reach. These chests require that Gogen be in your battle party, so that he may use his level three Teleport spell to warp into the rooms and open them for you. Since you do not have Gogen in your party at this point, return for these chests at a later time when you do.



Diekbeck refuses to tell Elc how many licks it takes to get to the center of a Tootsie Pop.

Check2 ➪ FEEL THE FORCE

On the fourth floor, you come across a green glowing light called the Guardian's Force. Ele explains to Lieza that touching this fountain completely replenishes your energy.



Strong enough for a man, but pH-balanced for a woman!

Check3 ➪ PUSH OR LEAVE IT? -GOOD QUESTION

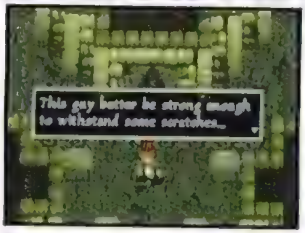
After the battle on the seventh floor, a Gargoyle statue shatters, allowing you access to a previously hidden area. Two more statues in the following corridor are engraved with the word "Guard". Further inspection reveals that three more Gargoyle statues lie in the rooms ahead, two of which have a switch on their base. You may choose to either ***Push*** the switch, or ***Leave it***. The reason for these switches lies in the treasure chests the statues face. If you open the chests while the Gargoyle statues face them, they will come to life in the form of Ruin Ravens when you return to the central corridor. To get around this trap, ***Push*** the switch on each of the two statues' bases *twice* so they rotate and face away from the treasure chests. Once this is accomplished you can open each chest without fear of retaliation.

Ele takes a break for the sake of culture.

Check4 ➪ SOME KIND OF POWER UNIT

Upon reaching the first intersection on the eighth floor, two spirits appear (if you reach this point prior to talking with Diekbeck, the spirits will banish you to the seventh floor). When they let it slip that there may be twenty Power Units, the spirits fear you've discovered too much. Four Gargoyles are then summoned to life to help silence you. On this floor there are also two more hidden rooms like you saw on floor three. If you wish to open the chests in these rooms, you will need to return to them later when you have Gogen and his level three Teleport spell available to you.

With the defeat of your foes you find one of a possible twenty Power Units (labeled Power Unit 00 – Power Unit 19, so don't go looking for Power Unit 20) for Diekbeck. Return to the third floor once it's in your possession. There, Diekbeck absorbs the Power Unit and becomes operational once more—for a short time that is; after mumbling something about joining one who walks with Guardians, it collapses.



It's a long trip back to Yudo Village when you have to lug something as heavy as a Machine God.

STORYCHECK

THE END OF INNOCENCE

EVENT CHECK!

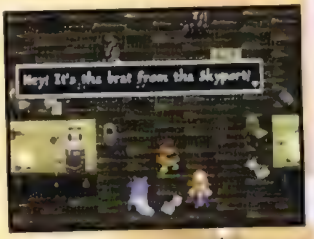
- Yudo Village
- Research Laboratory
- Vilmer's House
- Yagos Coast
- Vilmer's House
- Research Laboratory

Back in Yudo Village, Doctor Vilmer tells you the Hien will be finished tomorrow. He then suggests that you get some rest... and after what you've just been through, you need it.

"Well, because the moon is full, and you're, well...kinda attractive in this light."

Back they come, flooding your head, the nightmares of days long ago. This time they're of the escape from the "Facility" that happened once Elc saw why he was brought there. Elc awakens shortly thereafter. His mind racing with thoughts he can barely grasp, Elc gets up from bed and walks to the shoreline to try to sort things out. Hearing him leave, Lieza follows outside into the night. Together, the two find solace in each other, as Lieza puts her trust in Elc by telling him more about her ability to communicate with animals and Elc confides in Lieza his newfound memories.

Filled with determination that you can right the wrongs that have taken place, you head back to Yudo Village. Shock sets in as you enter the Doctor's House...IT'S BEEN RANSACKED!!! You race downstairs, searching frantically for Lia and the Doctor. Once there, you hear Lia's voice coming from the Research Lab. There you'll find your second encounter with the Cabal.



Well, they can remember some things, so they're not complete idiots.

ENEMIES:

KOBOLD x3

NINJA x2

STORYCHECK

TIME TO FESS UP, DOC

Vilmer is reluctant to share about his days pimping the Cabal on the side, so he makes something up...

EVENT CHECK!

Research Laboratory

Vilmer's House

With the battle behind you, and the Doctor and Lia out of harm's way, you begin to question what the assailants' objective was. Doctor Vilmer then fills you in on a few harrowing facts. It seems the good Doctor was a lead scientist at the Romalian Chimera Research Lab. The lab's purpose was the study and creation of various types of monsters, and in some cases under what most would call crimes against humanity. When children were brought into the equation, including his own granddaughter Lia, Vilmer wanted out. Soon after, he escaped from the "Facility" known as the Chimera Research Lab, or "White House".

Uncertain as to the exact whereabouts, Vilmer can only offer that it's located in Aldia, and is under the control of Gallarno and the Cabal.

Though it's not much to go on, at least it's a start. It's now time to keep a promise made long ago.

STORYCHECK

VOTED OFF THE ISLAND

Looks like Elc and Lieza are back in business!

EVENT CHECK!

Vilmer's House

Makeshift Skyport

Sky Map

East Aldia

Since the Hien isn't quite finished yet, thanks to the interruption by the Cabal, now would be a good time to catch up on some much-needed sleep.

After a short rest, Lia wakes Elc and Lieza up. She tells you that the Hien can be found at the small Skyport outside of the village.

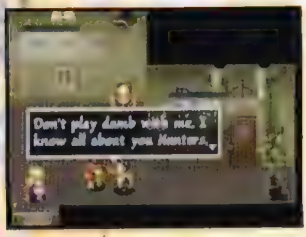
Once on the World Map, head north to the Makeshift Skyport. As you're about to board the Hien, Doctor Vilmer shows up. Apparently Diekbeck, the robot you retrieved from the Sealed Ruins, is a battle robot. After his change of heart, the Doctor vowed to do everything in his power to stop Romalia, so if you return to Yudo Village later on, the Doctor will give Diekbeck to you. Perhaps once repaired, the robot will be of some use.

Once you leave the Skyport in the Hien you're brought to the Sky Map. Choose East Aldia to continue your search for Gallarno (and Shu).

Vilmer's not too bad, once he's had his morning constitutional.

STORYCHECK

BACK UP TO INDIGOS, I'M SINGIN' IN A BAR



Frustrated, Officer Lizetti unloads on Elc.

Cut to Gallarno's Office. Gallarno reprimands a member of the Cabal for not returning Doctor Vilmer to Romalia. After which, he calls in extra help to take care of Elc and Lieza.

EVENT CHECK!

Gallarno's Office

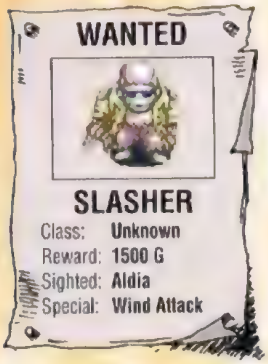
Indigos

Indigos Guild

Shu's Apartment

Indigos Bar

Now that you're back in familiar territory (if you need to leave East Aldia for any reason, merely choose to do so after entering Hien Port), enter Indigos and make your way into its Guild. As soon as you get through the door, you see the police trying to get information from the dispatcher. Apparently there's a serial killer on the loose called the Slasher, and he's recently been killing the people of Indigos. You're told that Officer Lizetti has been assigned to the case. Along with new jobs, at this time the Slasher's wanted poster becomes viewable on the wall of the Indigos Guild.



Enter Shu's Apartment to rest for the evening. Mid-way through your slumber, an intruder sneaks through the rear window. It's Shante! Shante tells you that she has been in hiding ever since the Cabal found out she was snooping around. She came back to Indigos to meet with you. She then leaves, telling you to meet her at the Indigos Bar in the morning.

Before leaving Shu's Apartment, search under his bed. No, you're not going to find any reading material; rather you find the **Slasher**—the item, not the monster.

Misunderstood ingenue or family serial killer? Hmmm...

The next morning, as prompted by Lieza, head over to the bar. Along with wanting to meet with you, Shante came out of hiding to try to help her brother out of some trouble he's gotten into. When pressed for the whereabouts of Gallarno, Shante says she'll need a little time to come up with it, so come back tomorrow.

Rather than go directly back to Shu's Apartment to sleep through the night, try taking on a job from either the Indigos or Prodias Guild. One new addition to the game's mechanics is that now before most future encounters you will be given the opportunity to select the party members you wish to take with you into battle from your pool of characters.

JOBCHECK Weird Sewer Sounds

1 LOCATION: **Indigos Sewer** 2 WEALTH: **1200 G** 3 MERITS: **6**

4 TIME FRAME: **Indigos Guild—After returning from Yagos Isle.**

5 DESCRIPTION:

A ghostly song has been heard coming from below Indigos. Client requests source of sound be found and exterminated.

The Indigos Sewer looks to have changed since last you were in it. Upon climbing down the manhole leading into the sewer you hear the noises the townspeople were complaining about. Weave your way past the fallen Skeletons to the rear of the sewer. Here you'll find the creature responsible for all the racket. Claiming to be a great Necromancer, his skills at raising the dead soon become obvious as he summons four Skeletons to aid him in disposing of you. During this encounter, you need only defeat the main foe, Piers Beronica. After the battle, given the choice of keeping it down or death, Piers chooses to take up another hobby. He then reverts back to a Doll Master and leaves.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

PIERS BERONICA x1 SKELETON x4

JOBCHECK Dangerous Types in Ruins

1 LOCATION: **Ruin Town–Abandoned Building** 2 WEALTH: **1300 G** 3 MERITS: **6**

4 TIME FRAME: **Indigos Guild—After finishing the "Doll Collector in Ruins" job (shown on Page 202).**

5 DESCRIPTION:

Unsavory types have been seen hanging around the ruins nearby. Some of them are said to be wanted for murder. Client requests that these criminals be rounded up and sent away.

This job becomes available once you've completed the "Doll Collector in Ruins" job. As in that job, head over to Ruin Town, but instead of entering the Abandoned Building you'll find the group you're looking for milling about on the main road. Upon approaching the crowd, you're asked whether or not you're new followers. Answer whichever way you'd like to, as no matter what you choose, a fight breaks out soon after. Once the melee ends (if you wish to end it quick, take out the leader), you see that it was none other than your old friend Piers Beronica causing all the trouble. It looks like he did become a monk just like he told you he would previously.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP

7 CRIMINALS:

PIERS BERONICA x1 ROBBER x4 FIGHTER x3

JOBCHECK Doll Collector in Ruins

1 LOCATION: Ruin Town–Abandoned Building **2** WEALTH: 1200 G **3** MERITS: 6

4 TIME FRAME: Indigos Guild—After completing "Weird Sewer Sounds" job.

5 DESCRIPTION:

In the ruins near town, a doll collector has been seen inviting children into his house. Client wishes to have Hunter make certain children are safe.

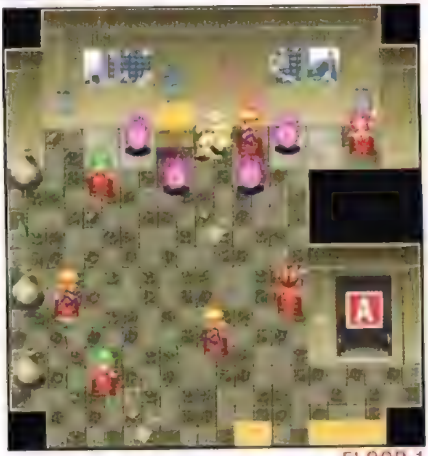
This job appears after you've completed the "Weird Sewer Sounds" job. To begin it, make your way into the Abandoned Building in Ruin Town. Here you will find several statues of various children. Your first objective is to get to the second floor, but the statues are blocking access to the stairwell. In order to reach the stairs you'll need to push the statues out of the way. Since you cannot pull them, you'll need to move them in a specific manner or else one may block another, making your goal unobtainable. Should you dead end yourself while moving the statues, press the ⊕ Button and choose Restart from your Menu to begin again. The correct way to move the statues so you'll be able to reach the stairs is shown on the map for FLOOR 1.

Once upstairs, you find your old pal Piers Beronica. He's the Doll Collector in your job description from the Guild. Claiming you're intruders, he calls four Soul Flames to help show you the door. Unfortunately for Piers, the Soul Flames hold no true allegiance to him and will turn on him should the opportunity arise. Once all foes have been defeated, the job is deemed complete.

Before heading back to Indigos, take a closer look at the statue in the top right corner of the second floor. It's a statue of Choko, one of Chongara's Guardian Forces. On the base of this statue you'll find a button. Press it a total of three times to cause it to blink, lick its ice cream cone and finally drop its ice cream cone. Replace the ice cream in Choko's hand to bring a smile back to her face. Getting past the statues on the first floor once you go back downstairs is just a matter of pushing some of them to the left. Your bounty for this job is based on whether or not you saved Piers from the Soul Flames.

6 AREA MAP:

FLOOR 2



FLOOR 1

7 CRIMINALS:

PIERS BERONICA x1

SOUL FLAME x4

FORM APPROVED: HG01-02-004-58602

OUTLAWCHECK

LELAND

1 LOCATION: **Ruin Town** | 2 WEALTH: **990 G** | 3 MERITS: **2**

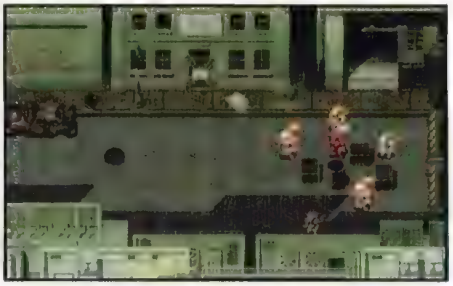
4 TIME FRAME: **Prodias Guild—After returning from Yagos Isle.**

5 DESCRIPTION:

After checking the wanted posters in the Prodias Guild, make the long walk to Ruin Town. Here, you'll see a familiar face; problem is, it's not exactly a friendly one. If you had any hopes of creeping away unnoticed, they're short-lived, as Leland wants revenge for your meddling when he was trying to do away with Doctor Lado a few days prior.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:



7 CRIMINALS:

LELAND x1

ROBBER x3

FIGHTER x2

JOBCHECK

Search for Missing Child

1 LOCATION: **Prodias Bar** | 2 WEALTH: **800 G** | 3 MERITS: **2**

4 TIME FRAME: **Prodias Guild—After meeting Shante at Shu's Apartment.**

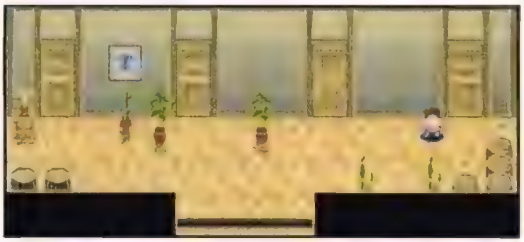
5 DESCRIPTION:

Client has requested a Hunter to find a missing child. The client, who is an aged immigrant from Aldia, is waiting to meet you at the bar in Prodias.

Once you've met Shante at Shu's Apartment in Indigos, this job becomes available. After talking to the older man near the door in the Prodias Bar and getting a description of the missing child, search the corridor in Elc's Apartment. There you will find the lost boy. To complete this job, you must choose to return him to his grandfather. Though there are other children in Prodias who may look similar, this is the correct child.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:



STORYCHECK

A RUDE AWAKENING

Lieza is faced with a deranged Alice Cooper fan that gets the words to "Only Women Bleed" all wrong.

EVENT CHECK!

Indigos

Shu's Apartment

Once again, rest for the night at Shu's Apartment. Your sleep is disturbed when some of the Cabal barge in, bringing with them a friend who you'll recognize from the wanted posters at the Indigos Guild. As Ele tells Lieza to be wary of the blade protruding from the Slasher's arm, the encounter gets underway. It would be wise to concentrate your initial efforts on taking down the Slasher, as not only does it pose the most pressing threat, but knocking its Hit Points down to a low level will end the fight. Ele doesn't yet realize how correct his guess is that the Slasher is one of the Chimera Lab's abominations, but he's about to find out...

ENEMIES:

SLASHER/GINIE x1

ORC x2

WITCH DOCTOR x2

EARTH CHARM

STORYCHECK

NOTHING EVER GOES AS PLANNED

"My lips are a little chapped, and I don't want to chafe you..."

Cut to Gallarno's Office. Upset by the news that the Slasher failed its mission, Gallarno orders that Elc be captured and brought before him.

When you wake up, head back to the Indigos Bar to talk with Shante. Although her mention of the Slasher is suspicious, Elc and Lieza don't give it a second thought after hearing that Shante has found Gallarno's command center. Return to her at the bar after stocking up on any necessary supplies and she'll take you there personally. On your way out of Indigos, you're given a special "pep talk" by the police.

EVENT CHECK!

Gallarno's House

Shu's Apartment

Indigos Bar

JOBCHECK

Indigos Whiskey Delivery

1 LOCATION: **Prodias Bar –Indigos Bar**

2 WEALTH: **1000 G**

3 MERITS: **3**

4 TIME FRAME: **Prodias Guild—After Shante has led you out of Indigos in search of Gallarno.**

5 DESCRIPTION:

Client requests Indigos Whiskey be delivered to the bar in Prodias. Talk to the barkeep in Prodias for details on the job before retrieving liquor.

Like the "Search for Missing Child" job, this assignment becomes available once you've seen Shante after she sneaks into Shu's Apartment in Indigos in the middle of the night. In order to fulfill this job, however, you'll need to be at a point in the game after Shante has led you out of Indigos in search of Gallarno; otherwise the bartender at the Indigos Bar will not appear. Once these requirements have been met, begin by talking to the bartender in Prodias. After he tells you about the package, head over to the bar in Indigos and talk to the bartender there to pick it up. As soon as you leave the Indigos Bar with the Whiskey, you're accosted by a group of thugs. Defeat the thugs and deliver the Whiskey to the bartender in Prodias to complete the job successfully.

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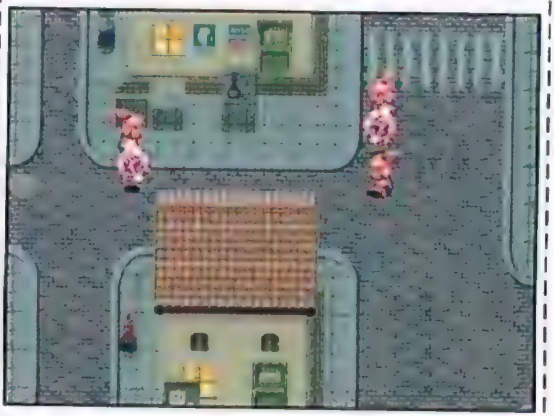
6 AREA MAP:



7 CRIMINALS:

GALLARNO'S HOUSE

ENEMIES:

NECROMANCER

ROBBER

BLOOD FIEND

Check3 ⇨ PG. 208

Check2 ⇨ PG. 207

ITEM!
Key to Main Auditorium

MAP 5

MAP 6

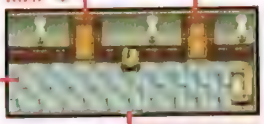
MAP 7

MAP 8

MAP 3

MAP 2

MAP 4

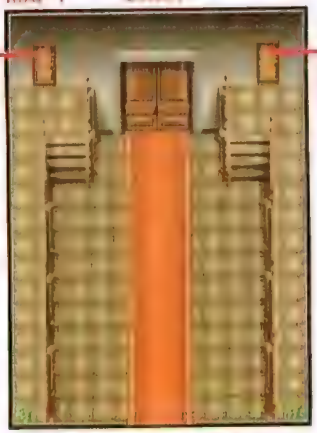


Check1 ⇨ PG. 207

MAP 9

MAP 10

MAP 1 START



ITEM!
Gauze Wrap+1

ITEM!
Long Sword

MAIN ENTRANCE

STORYCHECK

ANYONE HOME?

Shante is not a man, but she's definitely the one with a plan.

With Shante now steering you in the right direction, make your way to Gallarno's House. You'll find this location just west of Hien Port. Once you've crept onto the grounds, Shante says something to the guards that makes them leave their post and enter the house—with your little group following close behind. Just as you're about to barge in on Gallarno without an appointment, the welcoming committee arrives.

EVENT CHECK!

Indigos Bar

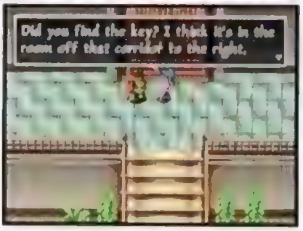
World Map

Gallarno's House

Check1 ➪ FIND THE KEY!

After you've dealt with Gallarno's beasts, you find the Main Auditorium's door locked. Your new task is to find either the key to the auditorium or an alternate way into the room. At this point you'll need to search the other rooms of the house in your attempt to turn up the key. Although Shante recommends looking in the EAST wing, you're free to search wherever you'd like.

The key to the Main Auditorium can be found in the room furthest to the right in the east wing. Once you have it in your possession, return to the locked door. After noticing that Shante has disappeared, inspect the door to the auditorium in order to unlock it.



Shante is a master of "ditch", as Elc is about to find out.

Check2 ➪ SLASHER = GINIE

Through this door lies another encounter with the Slasher. Members of the Cabal lie in wait here as well. This is no ordinary battle, for before it begins, Elc learns the horrible truth of who the Slasher once was.

With the defeat of the Slasher, the battle ends. In Elc's arms, Ginie expends her final breath pleading for him to save Lily, another child from the "Facility", before it's too late for her as well.

ENEMIES:

HOBGOBLIN x4

Ginie					
LEVEL:	21	ATTACK:	19	JUMP LEVEL:	2
RANGE:	5	MAGIC:	7	THROW LEVEL:	2
HIT POINTS:	86	DEFENSE:	12	COUNTERATTACK LEVEL:	1
MAGIC POINTS:	41	AGILITY:	6	CATCH LEVEL:	2
ABILITY:	Wind Slash	ABILITY:	Tornado		
ABILITY:	Thunder Storm	ABILITY:	—		
ABILITY:	—	ABILITY:	—		
EQUIP:			Light Sword		
ATTRIBUTE:	Dark				
EXP:	8400		1680		
GOLD:	1260	KILL:	2		

OUTLAWCHECK

SLASHER

1 LOCATION: **Gallarno's House - Main Auditorium**

2 WEALTH: **1500 G**

3 MERITS: **4**

4 TIME FRAME: **Indigos Guild—When going to Gallarno's House.**

5 DESCRIPTION:

Earning the bounty on this wanted creature occurs during the normal progression of the game. Upon defeating Ginie in the Main Auditorium of Gallarno's House, you will have met the bounty requirements.

6 AREA MAP:

7 CRIMINALS:

SLASHER/GINIE x1

HOBGOBLIN x4

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Check3 ➪

ENTER GALLARNO

From a hidden passage, Gallarno appears just as Ginie becomes but a memory. And who else should come through the passage? Shante!! For reasons known only to her and Gallarno, she betrayed you, causing the death of your childhood friend in the process.

Just as it seems as if you'll be captured by Gallarno, an explosion rocks the room. Through the now-reduced-to-rubble doorway comes an old friend thought to have been lost on Yagos Isle—Shu! Shu rushes to your side and gives a hasty explanation of why Shante did what she did. Shante's brother was taken hostage by the Cabal and had underwent a transformation at White House. What's worse is the fact that he was "Alfred", the terrorist from the Aldia Skyport that Elc fought against several days ago. When Elc screams that Gallarno isn't human, Gallarno proves him right.

At this point, both Shante and Shu become party members, and you're given the chance to select five members for the upcoming battle.

Soon after you defeat what you believed to be Gallarno, you find out that it was merely an impostor. The police then arrive, late as usual. Ignoring what they have to say, and racked with guilt, Elc tries to console Shante. Shante then asks if she can join forces with you so that she may avenge her brother's death.

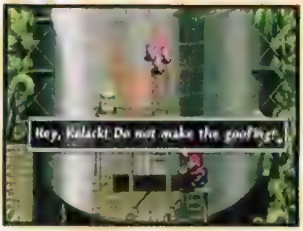
ENEMIES:

GALLARNO x1

HOBGOBLIN x4

STORYCHECK

MEANWHILE—OVER AT THE SECRET HIDEOUT...



Of course, Chongara is trying to prevent an embarrassing discovery by Poco, since "goofing" is their word for poop.

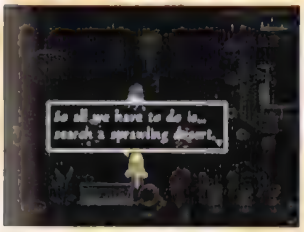
EVENT CHECK!
Silver Noah Secret Base
▼
Silver Noah

Cut to our old band of heroes. As Poco, Chongara and the Guardian Forces tend to the Silver Noah, Iga calls them away from their duties for a meeting. Inside the ship, they discuss the goings on at the Chimera Research Lab. Since they know very little of Andel's master plan, Arc takes on the responsibility of further investigating it while the others are assigned the task of destroying the research lab. Due to the fact that the lab is comprised of more than one building, it'll be necessary for the group to split up so they can attack them all at once.

The first stop on Arc's itinerary will be White House, as he believes that to be Andel's base of operations.

STORYCHECK

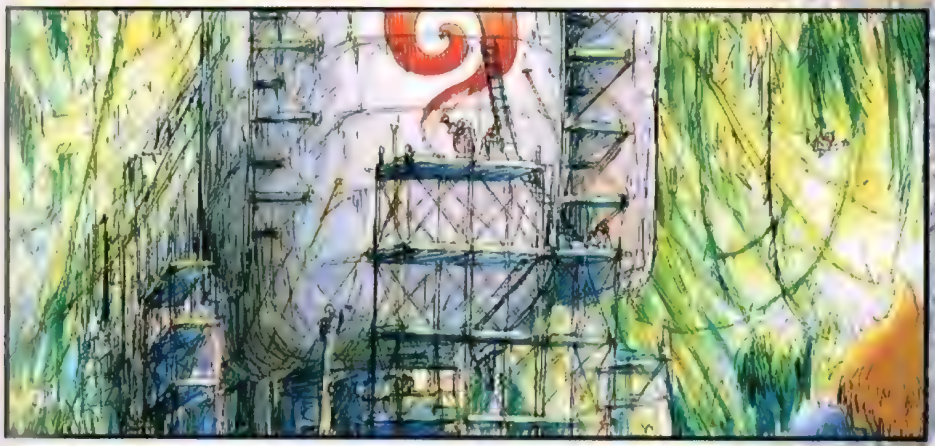
GO WEST, YOUNG MAN



You can cut the tension in this room with a knife. Note the deliberate use of "sprawling" by Lieza.

EVENT CHECK!
Indigos
▼
Indigos Bar

Back in Indigos, Elc has just returned from Gallarno's House. Reminiscent of the saying "great minds think alike", it's decided that since Gallarno is most likely hiding at White House, that should be the next place they search. Unfortunately, the best information they have on its whereabouts is that it's somewhere in the Salba Desert in West Aldia. While not the "X marks the spot" they'd like to have, it does at least point them in the right direction.



JOBCHECK

3AM Piano at the Bar

1 LOCATION: **Indigos Bar**

2 WEALTH: **3000 G**

3 MERITS: **5**

4 TIME FRAME: **Indigos Guild—After going to Gallarno's House.**

5 DESCRIPTION:

Patrons have heard someone playing the piano in the bar late at night. Barkeep wishes to have Hunter investigate. Speak with him to obtain more details.

Begin by talking to the bartender at the Indigos Bar. He'll tell you that people who live near the bar are hearing strange piano music after the bar has closed. Once you've told him that you're ready to start investigating, time passes so that you can tell what's happening after closing. When the noise begins, you find that the culprit is a child who claims to be practicing so that he can join a band. Just as you think you've made some easy money, the bar becomes the target of a group of thieves. Defeat the would-be robbers to complete the job successfully.

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6 AREA MAP:

7 CRIMINALS:

VOICES VI

MASAKI SEKI—CG DIRECTOR, I-DESIGN CO., LTD.

Why did you omit character CG animation in ***Arc the Lad II***?

At the time of the release of Arc II, character animations were possible, but there were a number of restrictions; for example, from the point of view involving hardware, we couldn't do the characters. But with Arc the Lad III, there was an abundance of software applications available and there were some new software programs that was suitable for character-type animations. And that development made it possible for us to have character type animations. Recently, there have been so many improvements so that the view of the hair, and other descriptive details and this type of descriptive setting has improved greatly. So now we have a pretty fantastic array of tools to work with.

What scenes were the most difficult for you to create?

For Arc the Lad II, the part that was difficult was that there were many scenes where buildings collapsed. When we use CG, when we illustrate a standing building alone, that is easy. However, if we have to construct a scene with the building crumbling, we have to piece together each of the pieces of the building that break separately. So that was a very difficult process and required a lot of patience. For Arc the Lad III, regarding that segment that I was involved with, the illustration of the moving thunder-head-type clouds and/or water eruptions bursting forth from the lake—these are the ones I worked hard on.

JOBCHECK Monsters in Vacant House

1 LOCATION: Vacant House **2** WEALTH: 2000 G **3** MERITS: 4

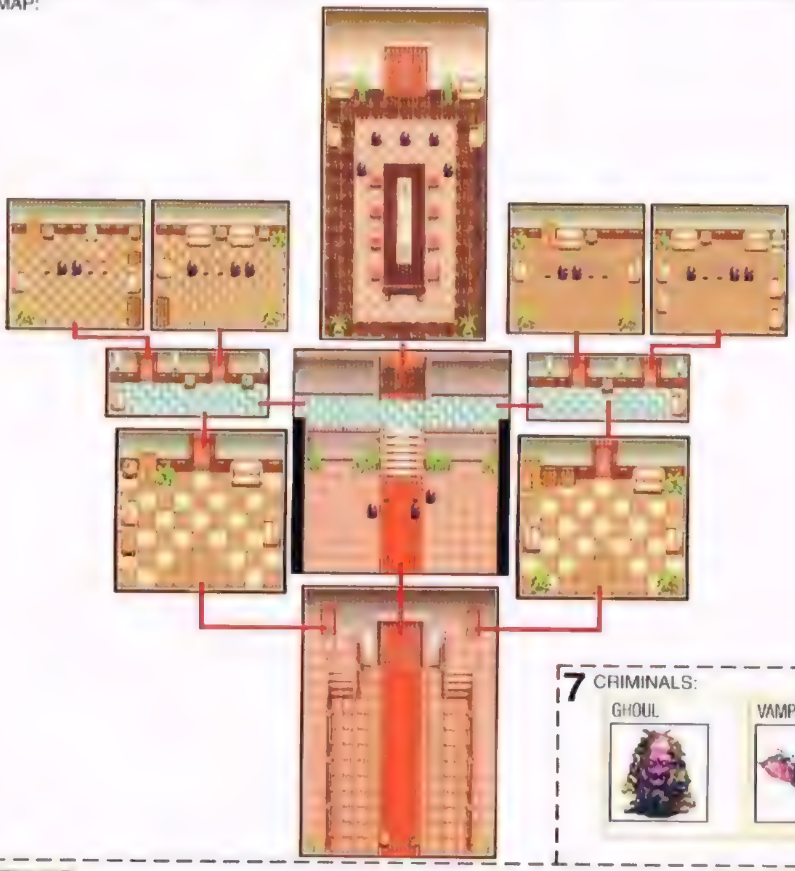
4 TIME FRAME: Prodias Guild—After going to Gallarno's House.

5 DESCRIPTION:

Monsters have taken over a vacant house. Residents nearby are frightened, and our client has requested a Hunter to quickly exterminate the monsters.

This job takes you back to Gallarno's House, which has become vacant since you chased the Cabal from it. Upon entering the foyer of the house, you meet Habersham Dex, the man who made the contract with the Guild. He purchased the house cheap and has plans to sell it for a hefty profit; problem is, it seems as though it's haunted. If the buyer finds this out, he may be scared off, so Habersham needs you to clean the place out before he arrives. Rid the Vacant House of all monsters to finish the job to Habersham's satisfaction. If you need to rest and regain your Hit or Magic Points during this job, speak to Habersham's wife in the foyer.

6 AREA MAP:



7 CRIMINALS:

GHOUL

VAMPIRE BAT

JOBCHECK Protect House from Burglary

1 LOCATION: **Mr. Dex's House** **2** WEALTH: **2000 G** **3** MERITS: **4**

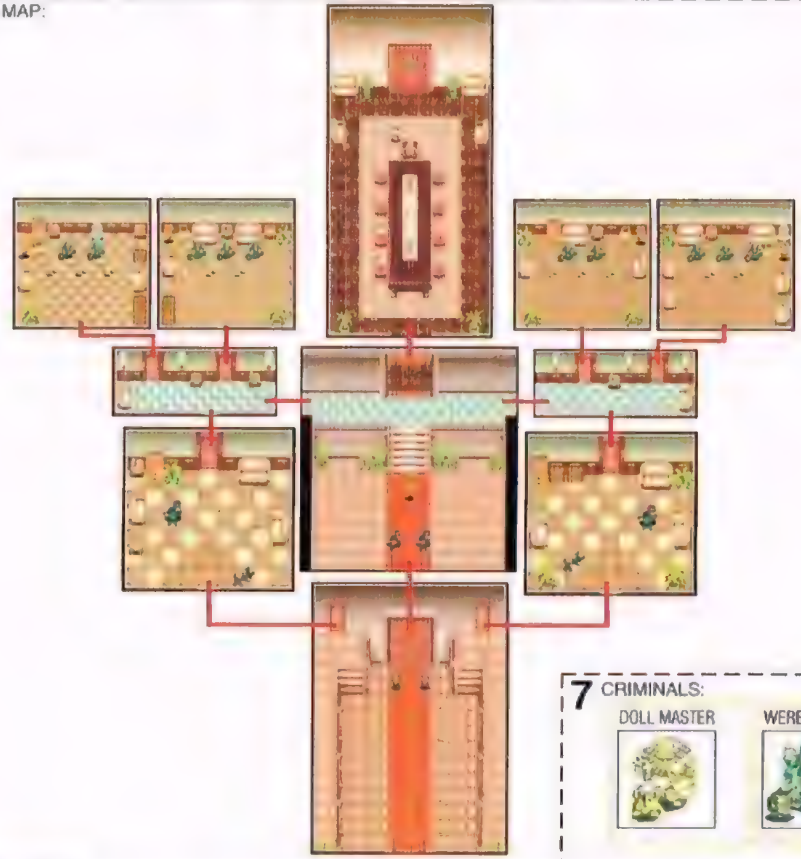
4 TIME FRAME: **Prodias Guild—After completing "Monsters in Vacant House" job.**

5 DESCRIPTION:

A wealthy client has received a threat from criminals in the area that his house will be robbed. Client requests protection from the criminals.

This job shows up after you have completed the "Monsters in Vacant House" job. Return to the Vacant House, which is now called Mr. Dex's House on the World Map. Habersham Dex, the client from the "Monsters in Vacant House" job, greets you in the Main Auditorium/Dining Hall. While explaining what you need to do, the house lights flicker. Soon after, monsters led by a woman called Ms. Rogue invade the house. It's now up to you to stop the intruders from stealing the contents of the four chests that Habersham Dex has placed in the small rooms of the east and west wing of the house. Once the robbers in each room are defeated, Ms. Rogue leaves in a huff. The job is then deemed complete by Habersham Dex.

6 AREA MAP:



7 CRIMINALS:

DOLL MASTER

WEREWOLF

JOBCHECK

Robber's Revenge

1 LOCATION: **Mr. Dex's House** **2** WEALTH: **4000 G** **3** MERITS: **4**

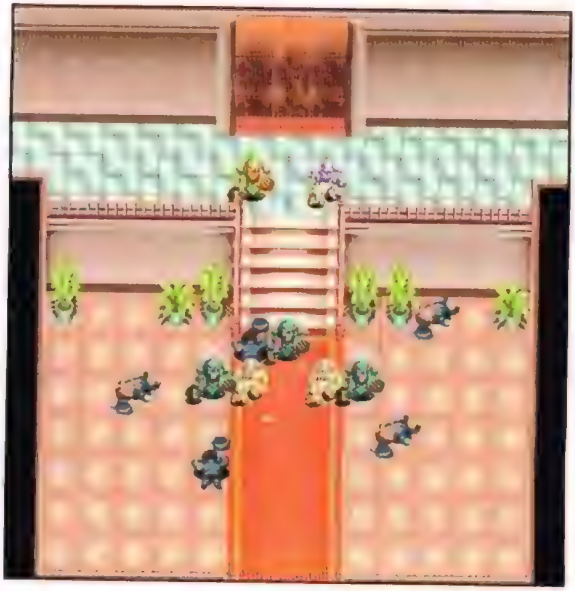
4 TIME FRAME: **Prodias Guild—After completing "Protect House from Burglary" job.**

5 DESCRIPTION:

Rumors are circulating that thieves are once again targeting our wealthy client. Therefore, head to client's house and guard it from robbery.

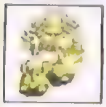
The Prodias Guild contains this job once you've finished the "Protect House from Burglary" job. By now you're most likely familiar with the location of Mr. Dex's House. Head there quick to discover a robbery is already in progress. Ms. Rogue and her henchmen have ransacked the house looking for the valuables they left behind the last time. Since they can't find them, they'll take their frustrations out on you. It's now time to earn your pay. After her minions are defeated, Ms. Rogue leaves the premises quite upset. Habersham tells you that the house has far too many problems for him to stay there, and wishes you well, should he not see you again. The job is then deemed a success.

6 AREA MAP:



7 CRIMINALS:

DOLL MASTER x2 WEREWOLF x3 MAD PUPPETEER x1 KOBOLD x1



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STORYCHECK

IF HE ONLY HAD A HEART ON

EVENT CHECK!

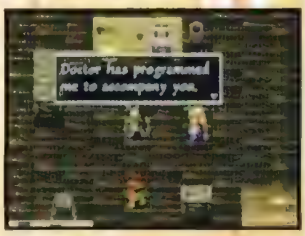
Yagos Isle

Yudo Village

Vilmer's House

With West Aldia in mind as your next destination, head over to Hien Port. From there, leave East Aldia in the airship.

Along the way to West Aldia, make a quick stop at Yagos Isle. Seek out Doctor Vilmer in the Research Lab of his house in Yudo Village. Once you do, he'll tell you that he's finished the repairs on Diekbeck, the battle robot you retrieved from the Sealed Ruins. Enter the next room to see the Doctor's work. At this point, Diekbeck joins your party. When you return to the Doctor, he gives you several Power Units. He then tells you that unlike the rest of your party, Diekbeck does not get stronger based on how much experience he's gained, but rather from Power Units. For this reason, you'll need to find and equip Power Units on Diekbeck throughout your travels in order to strengthen the robot. Each Unit, the Doctor explains, may have an attribute attached to it and, based on the type of encounter Diekbeck is taking part in, you should equip him accordingly. Up to two units can be attached at once, as long as they are not of opposite attributes, such as Fire is to Water. Inspecting the scale-like device nearby prompts the Doctor to further explain that any experience Diekbeck accumulates can be given to others via this machine.



Curiously, Elc doesn't ask what ELSE Vilmer's programmed Diek to do.

ITEM!
Power Unit 00
Power Unit 01
Power Unit 02
Power Unit 03
Power Unit 04

OUTLAWCHECK

MENAN

1 LOCATION: **Yagos Isle—Sealed Ruins**

2 WEALTH: **1125 G**

3 MERITS: **2**

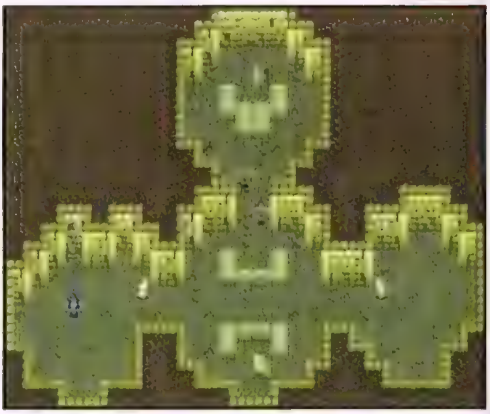
4 TIME FRAME: **Prodias Guild—After returning to Yagos Isle to get Diekbeck.**

5 DESCRIPTION:

While you're on Yagos Isle, head over to the Sealed Ruins. Here, after scouring the multiple levels comprising the ruins, you'll find the Giant Mummy called Menan whose wanted poster appears in the Prodias Guild. Like all other Mummies, Menan retreats into his sarcophagus should you whittle his Hit Points too low. At this point, attack him one final time to cross him off the Prodias Most-Wanted List.

6 AREA MAP:

FLOOR 2



7 CRIMINALS.

MENAN x1 — SCALELESS

MUMMY x2 — SCALELESS

VAMPIRE BAT x2 — SCALELESS

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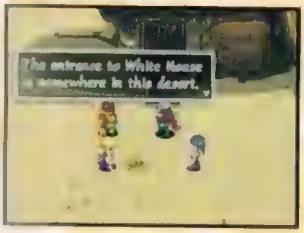
STORYCHECK

MICRO DESERT



Elc is putting his degree in nonspecific quasi-authoritative directions to work here.

With your side trip to Yagos Isle now behind you, continue on to West Aldia.

EVENT CHECK!

Sky Map → West Aldia → Salba Desert

After you land the Hien and your party disembarks, you're brought to the West Aldia World Map. From here, enter the Salba Desert to try to locate the entrance to the White House. Shu suggests that you travel east and then north to find the passage that leads to your destination. Lieza's fears of conflict are soon realized as a group of monsters appears and blocks your path.

FEELING HOT, HOT, HOT!

On the second battle screen of your trek through the desert, you're attacked by a group of bandits led by J-Guard.

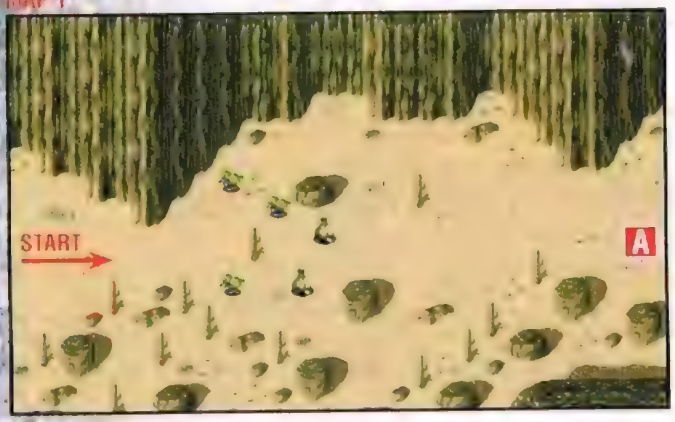
After this second encounter, if you make your way into the southeast corner of this screen, you'll find a passage leading south hidden amongst the rocks and cacti. Follow this passage and you'll discover a chest containing a **Viper Fang** for Paundit. Once you've acquired the fang, return to the screen above and proceed east again. On the next screen you'll see the passage leading north to the Lost Forest that Shu mentioned earlier, but in order to reach it you'll first need to fight your way past another group of foes.

J-Guard

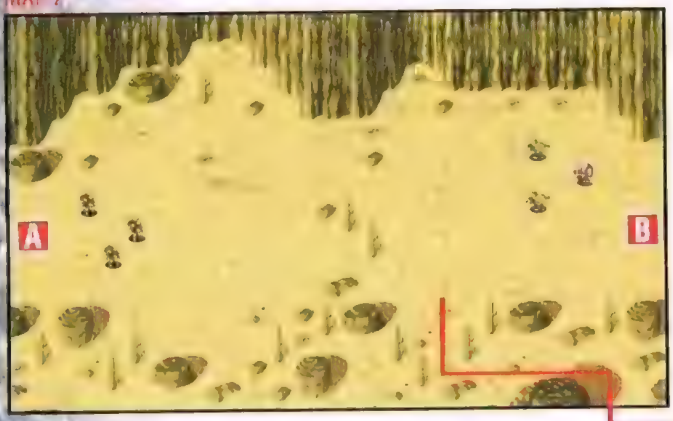
LEVEL	24	ATTACK	6	JUMP LEVEL	1
SPEED	3	MAGIC	12	THROW LEVEL	2
HIT POINTS	59	DEFENSE	7	CONFRONTATION LEVEL	2
MAGIC POINTS	75	AGILITY	5	CATCH LEVEL	1
ABILITY	Jump High	ABILITY	Thunder Storm		
ABILITY	—	ABILITY	—		
ABILITY	—	EQUIP	Wand		
Wind	120				
EXP.	5280		960		
MAL.	2	DROP RATE	1	DROP	Hard Nettle	STEAL	—

SALBA DESERT

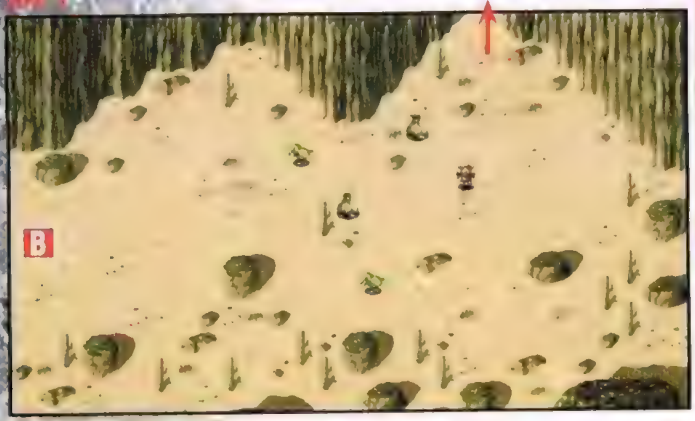
MAP 1



MAP 2



MAP 3



ENEMIES:

ROC

MANEATER

ROBBER

J-GUARD

ITEM!

Viper Fang

OUTLAWCHECK

HOYSLER

LOCATION: **Salba Desert**

2 WEALTH: **1125 G**

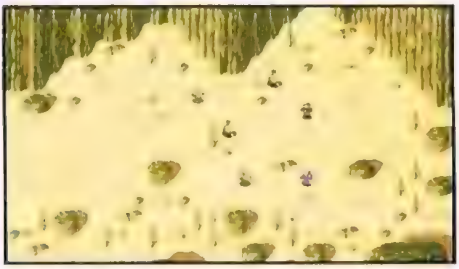
3 MERITS: **2**

TIME FRAME: **Indigos Guild—After returning to Yagos Isle to get Diekbeck.**

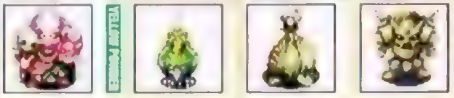
DESCRIPTION:

After you have viewed the wanted poster at the Indigos Guild with his mug on it, Hoysler will make random appearances in the Salba Desert. Keep in mind that if he does not appear, instead of engaging the current enemies, you can always exit and re-enter the battlefield to try and draw him out.

6 AREA MAP:



7 CRIMINALS:



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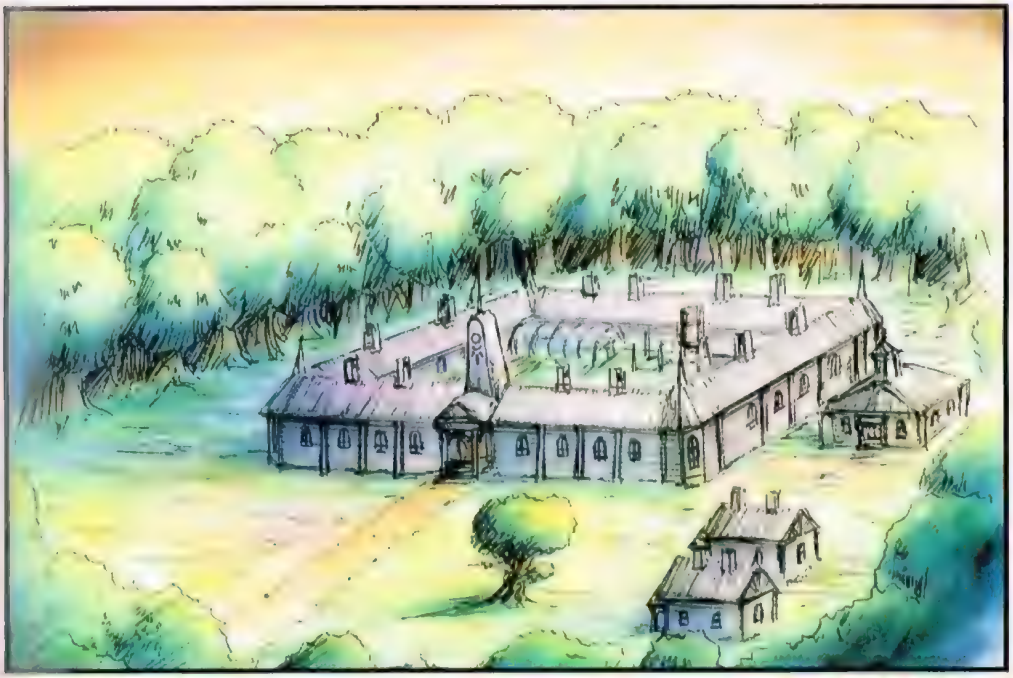
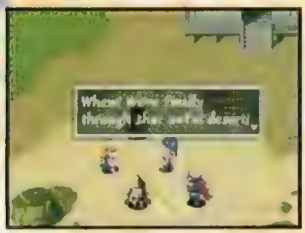


STORYCHECK IF YOU GO DOWN TO THE WOODS TODAY...



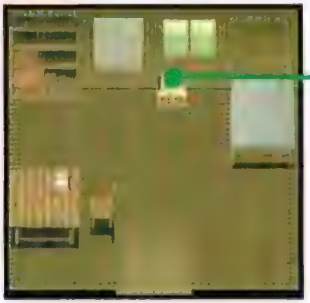
Shante is not happy about all the sand she's taken on with that skimpy dress.

EVENT CHECK!
Lost Forest

Once you've taken the northern passage you will have left the Salba Desert. A short distance to the north lies the Lost Forest. Before heading into the forest, however, you may want to take advantage of the small house nearby. Inside you'll find a bed to rest in, a journal to save your progress, and a treasure chest which works as if it were a shop.

LOST FOREST

HOUSE



TREASURE CHEST SHOP	
Revival Dust	1000 G
Cure-All	1000 G
Blood Herb	82 G
Herb	60 G
Light Sword	400 G
Light Flail	360 G
Pad	400 G
Gauze Wrap	400 G
Protector	400 G

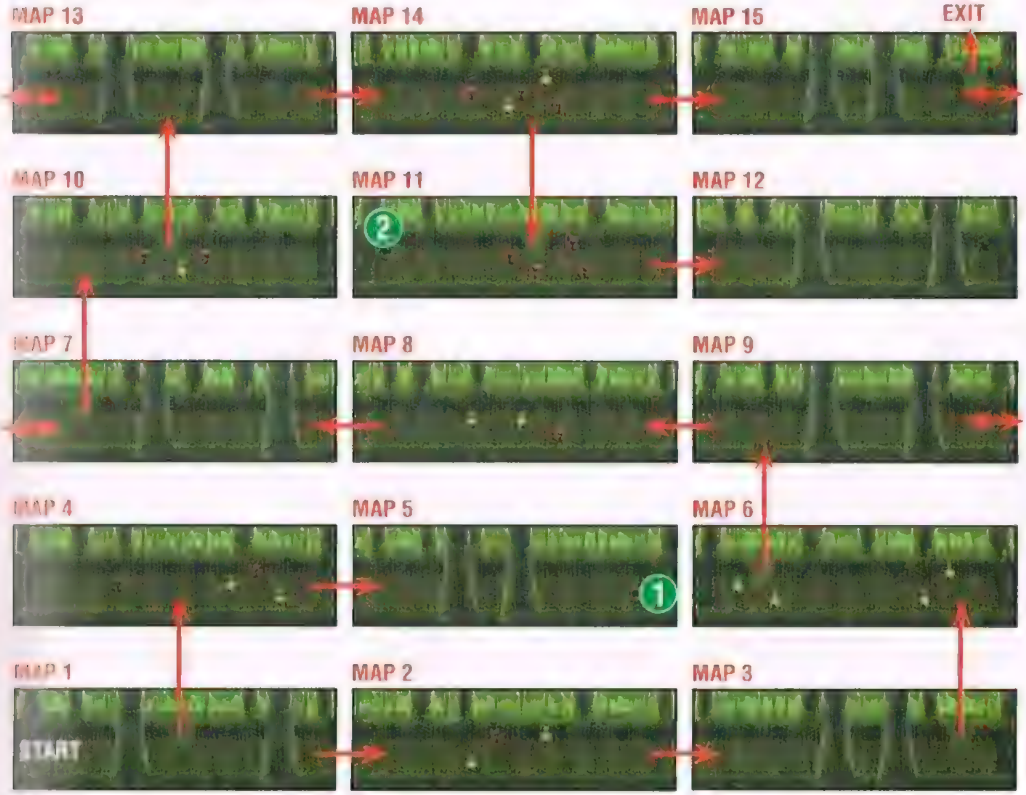
STORYCHECK ANOTHER FLASHBACK? COME ON!

Which makes this an excellent place to ditch dates that are going badly.

As soon as you enter the Lost Forest, Elc begins to feel as if he's been there before. As we know from his previous flashbacks, this is where he was forced to leave Mariel when the two of them made their ill-fated escape from what they knew at the time to be called the "Facility". After a warning from Shu, who seems to know a bit about the area, you're asked to choose your party for the battles that are sure to come.

NAVIGATING THE FOREST

To successfully navigate the Lost Forest, take the opening path as far east as you can, then head north whenever possible. Towards the northern edge of the forest there is a dead end path. On this path are two things, a treasure chest containing a **Strengthen Fruit**, and a wizard who claims to be the guardian of the Lost Forest. Speaking with him results in your being asked the question, ***What do you want to do?*** Choose ***Find the Forest Exit*** and he will tell you the way out. **DO NOT** choose ***Go to the White House*** or he will teleport your party back to the beginning of the Lost Forest. He is a bad, bad wizard.



ITEM!

1 Crush Boots	2 Strengthen Fruit

ENEMIES:

TREANT

RED SKELETON

STORYCHECK SMILE FOR THE CAMERA

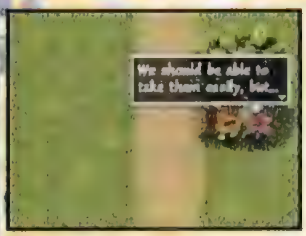
Gallarno is really more concerned with stopping the flow of bad breath here.

EVENT CHECK!
White House

As soon as you've successfully navigated the forest, the scene then cuts to show what's going on in the Security Office at White House. Unbeknownst to you, your party has been under close surveillance by Gallarno and his men since they neared the facility. It also looks like Arc's guess as to Andel's whereabouts was right...the madman is currently at the facility as well. Petty bickering fills the room, until Andel makes mention of the Martyr Plan... a plan he believes will gain him control over the entire world... a plan which will bring with it the resurrection of the dead-for-ages monster The Dark One, who will once again control the world. Once talk of the plan's purpose is over with, the bickering begins anew.

To try to one-up Andel, Gallarno calls for the preparation of—Sample M!

STORYCHECK IN THROUGH THE OUT DOOR



Of course, this is no time to flash back to Elc and Shu's first double date.

EVENT CHECK!
White House Sewer

Though only three guards stand watch over the front entrance to the White House, Elc thinks it best to sneak into the facility, rather than attract any unnecessary attention. Elc then leads the party to the airduct he used to escape the facility when he was a child. It'll be a tight squeeze, but it's your best chance of reaching the basement of the White House unnoticed.

Once through the ducts, you find yourself in the White House Sewers. Since danger lies ahead, you're asked to form your battle party at this time.

If for any reason you'd like to leave this area, climb back up the ladder to the airducts you came from to do so. You will see that the White House now appears as a location on the World Map. So if you'd like to return to the Airship Landing Point so you can use the Hien, you'll be able to access the White House again without having to trudge all the way through the Lost Forest.

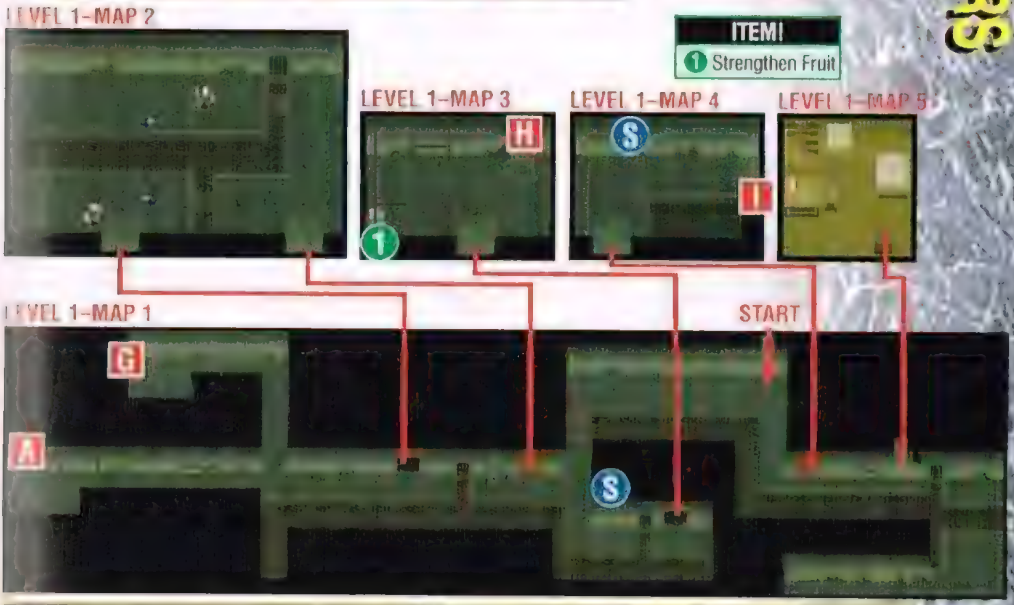
It's a code name, not THE White House. There are no Presidents inside, and no Clinton jokes here.

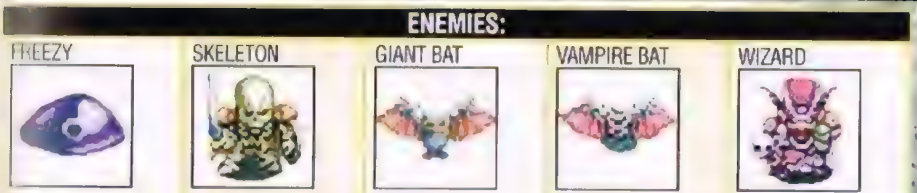
WATCH YOUR STEP

To the southeast of your entry point you'll find another ladder, this one leading to Level 1-Map 5. Here you can rest and save the game. Across the bridge to the southwest, a switch panel can be found which opens the shutter door around the corner to the west.

While working your way through the sewers, any monsters you come across will have to be destroyed for fear of their alerting Gallarno to your whereabouts if you don't.

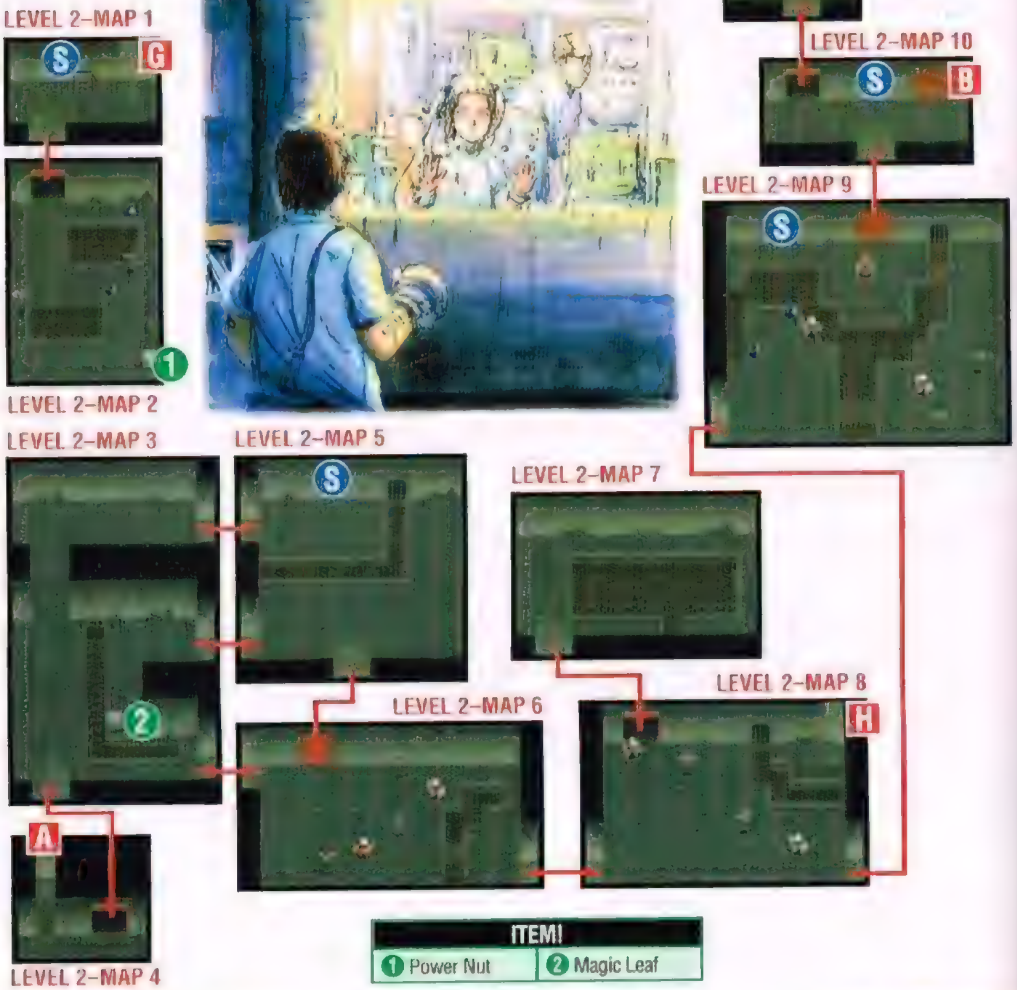
Further to the west there are two more ladders. The one directly west leads to Level 2-Map 4 with another locked shutter door; while the one to the northwest brings you to Level 2-Map 1 and the switch which opens said door as well as Level 2-Map 2 which contains a treasure chest.





WATCH YOUR STEP

Once you've flipped the switch and are through the door to Level 2-Map 3, head to the northeast, Level 2-Map 5, to trigger the switch that opens the door to the east in Level 2-Map 6. Through this door you can access the corner of Level 2-Map 5 for Level 2-Map 3, where a treasure chest containing a **Magic Leaf** can be found. Continuing southeast through Level 2-Map 6, you'll find another switch at Level 2-Map 9, this one controlling the lock on the right-hand door. Through this door is a switch. Using the switch opens the right-hand door (Level 2-Map 11 to the left contains both a bed and a save journal), and through that lies the main part of White House.



ITEM!	
1 Power Nut	2 Magic Leaf

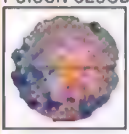
WHITE HOUSE

ENEMIES:

RABID DOG

VOODOO MAN

POISON CLOUD



Check2 ⇨ PG. 224

ITEM!

1 Studded Club	2 Full Power Fruit

Check1 HELLO, OLD FRIEND

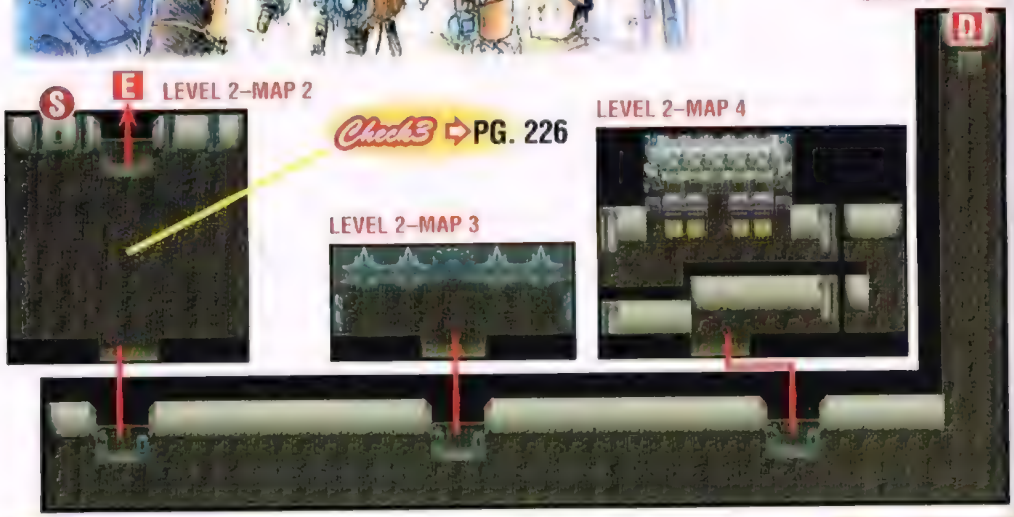
After passing into the main section of the White House (Level 1-Map 1), and changing the members of your battle party (if you feel the need to), your task will be to find the stairs. Begin by flipping the switches on the wall next to two of the three doors in the hall you're currently in. Proceed through the eastern door and flip the switch you'll find on the rear wall of Level 1-Map 4. This switch will open the remaining locked door of the three in the previous hall. Return to the now-accessible Level 1-Map 2 and fight your way to the doorway at its northeast corner.

Elc using his degree again.

Check2 GOING SOUTH?

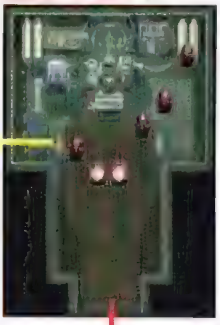
This brings you to Level 1-Map 5, at the bottom of which is a hallway with three locked doors. Trigger the switch at the far southwest to open the door to the easternmost door, as well as the centrally located switch to open the door next to it. Inside Level 1-Map 8 you'll find a chest containing a **Full Power Fruit**. The switch for the locked door to the west can be found at the northeast corner of Level 1-Map 7. Once inside Level 1-Map 6, climb the stairs at the northwest corner to reach Level 2-Map 1.

Yeah, baby...YEAH!



LEVEL 2-MAP 8

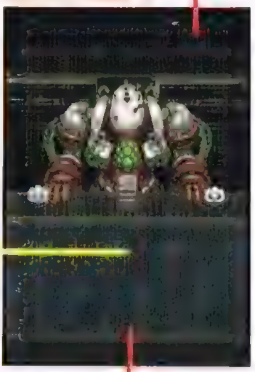
LEVEL 2-MAP 7



Check5 ⇨ PG. 227

Check7 ⇨ PG. 228

LEVEL 2-MAP 6



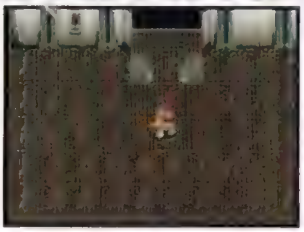
Check6 ⇨ PG. 227

Check4 ⇨ PG. 226

LEVEL 2-MAP 5

Check3 ⇨ WATCH OUT FOR THE TRAPDOOR

At the end of this new corridor there are three more doors. In Level 2-Map 2 to the west, there are trapdoors in the floor that cause you to fall back down to the previous level. These trapdoors can be identified by the fact that, unlike the real floor tiles, they ***DO NOT*** have rivets on them, but rather appear to be a plain tile. Flip the switch at the northwest corner of this room to open the exit door next to it. Through the door, you'll find Level 2-Map 5, with two doors at its northeastern section and an open passageway at its southwestern end. The passageway at the southwest leads to a switch that, if flipped, opens a nearby door allowing you access to the opening sections of the White House Sewers, including a ladder to a save point. The switch at the northeast, however, opens the door to Level 2-Map 6.



Which is the real floor and which is a trap?

Check4 ⇨ HIT THE 'HED

Once you step through the door, your party is detected by an enormous security robot who then summons two Ectoplasms to its side and initiates an elimination program with which to deal with you. The target points on this boss are the hands, the shoulders and the cockpit located in its chest. Each of these points has its own Hit Point level, and aside from the elbows, each has the ability to take its own turn in battle. Destroying the cockpit ends the battle, as it will cause the steel goliath to completely explode. To reach the cockpit target point with a character whose attack range is shorter, climb the ramp in front of Gunhed.

Great, the robot has to take a leak.

ENEMIES:

GUNHEAD x1

ECTOPLASM x2

Gunhed (Hand)

LEVEL	28	ATTACK	16	JUMP LEVEL	0
RANGE	0	MAGIC	16	THROW LEVEL	0
HIT POINTS	138	DEFENSE	18	COUNTERATTACK LEVEL	0
MAGIC POINTS	118	AGILITY	6	CATCH LEVEL	0
ABILITY	None	ABILITY	None		
ABILITY	None	ABILITY	None		
ABILITY	None	ABILITY	None		
EQUIP					None
ATTRIBUTE	None				
EXP.	11200		2240		
GOLD	1680	MOVE	2		

Gunhed (Shoulder)

LEVEL	28	ATTACK	16	JUMP LEVEL	0
RANGE	0	MAGIC	16	THROW LEVEL	0
HIT POINTS	138	DEFENSE	18	COUNTERATTACK LEVEL	0
MAGIC POINTS	999	AGILITY	6	CATCH LEVEL	0
ABILITY	Final Slayer	ABILITY	None		
ABILITY	None	ABILITY	None		
ABILITY	None	ABILITY	None		
EQUIP					None
ATTRIBUTE	None				
EXP.	11200		2240		
GOLD	1680	MOVE	2		

Gunhed (Head)

LEVEL	32	ATTACK	26	JUMP LEVEL	2
RANGE	0	MAGIC	14	THROW LEVEL	0
HIT POINTS	164	DEFENSE	18	COUNTERATTACK LEVEL	3
MAGIC POINTS	140	AGILITY	8	CATCH LEVEL	0
ABILITY	Twirl Blitz	ABILITY	Final Slayer		
ABILITY	Mind Buster	ABILITY	Confusion		
ABILITY	Poison Wind	ABILITY	Divide		
EQUIP					Sub Machine Gun
ATTRIBUTE	Dark				
EXP.	12800		2560		
GOLD	1920	MOVE	3		

Check5 ⇨ JUST IN THE NICK OF TIME

After defeating Gunbed, a bridge extends from the far side of the room. Cross the bridge and enter Level 2-Map 7 through the door that opens to the right. Just as Sample M is deemed ready for deployment, your party bursts into the Lab. Rather than turn over Ele's childhood friend, Mariel, who is strapped into a strange device at the head of the room, the scientists and Cabal guards transform into monsters in an attempt to thwart your attempt to free the girl.

Ewww!

Once the battle has ended, Ele pulls Mariel from the transformation apparatus. It takes a moment for Mariel to recognize her former friend, but when she does, she confesses that she never gave up the hope that he would keep his promise of someday returning for her. With danger looming, now is not the time for reminiscing, but for hasty rescue of the other children in this inhuman facility. With this fact clear, Mariel leads the way to where the others are being held. Follow her back to the hallway outside of the room you fought the Gunbed in, where she is able to open the previously locked second door. Inside Level 2-Map 8 is the White House Playroom.

ENEMIES:

ILLUSION FLAME x2

GHOUL x4

Check6 ⇨ THOSE AREN'T CHILDREN!

When the children are told that you've come to rescue them, they act as if you're not even there. Your suspicions rise—unfortunately, they're a little late, as the doors shut and lock around you. GALLARNO! In an attempt to recapture Ele, Gallarno sets in motion a diabolical plan. The very same children Ele and the others came to rescue mutate into monsters and attack. Rather than let them suffer in this new form, don't hold back... put them out of their misery.

They're...they're QUIET! And well-behaved! These aren't children...they're MONSTERS!

With the tragic battle behind you, Ele curses Gallarno for what he's done. While seemingly divulging too much information, Gallarno is in fact setting Ele up for a fall—literally! When Gallarno mentions that he needs the powers of a Flame Master, a trapdoor opens in the floor causing both Ele and Mariel to fall into a hidden room far below.

ENEMIES:

WRAITH x2

BLOOD KNIGHT x3

STORYCHECK

A CRUEL TWIST OF FATE

Gallarno is really hard up for some companionship. It's rough at the top.

Cut to the White House Security office. With Andel watching quietly, Gallarno is informed of the trap's success. He takes great delight in the sight of Mariel and Elc confined together. As soon as Elc regains his strength, Gallarno orders Sample M to be activated. Unfortunately for Elc and the rest of his party, the "M" stands for "Mariel"!

EVENT CHECK!
White House

Check7 ⇨ I MEAN YOU NO HARM!

With her mind being controlled by Gallarno's scientists, Mariel lashes out in anger at Elc for all the years she spent waiting for him to return. Moments before she loses total control of herself, the true Mariel inside gets a message out to Elc. Hard though it may be, she wants Elc to kill her so that she doesn't involuntarily harm him.

In other words, a standard male-female week-after interchange.

ENEMIES:

MARIEL x1

STORYCHECK

GET READY FOR A BIG SURPRISE

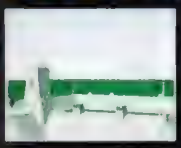
Sample M is about to be exposed to...Teletubbies!

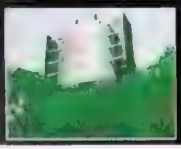
When it looks like you'll have no other choice but to finish Mariel off, she overrides the mind control device. Gallarno, frustrated by this turn of events, orders the destruction of Mariel's mind. With the mind control at full power, there's no going back, and Mariel begins her assault on Elc again. As this heart-wrenching encounter wears on, Mariel fights against the cerebral take-over with all her might. Her tremendous efforts destroy much of the control data and mechanisms keeping her restrained mentally, and with that, she regains limited freedom of thought. As the two huddle together, Mariel resting after using most of her energy in fighting back against Gallarno's manipulation, and Elc comforting her, alarms begin wailing and flashing. Security has reported that the Silver Noah has entered the airspace around White House—and that Arc is on board.

EVENT CHECK!
White House

ANIMECHECK

OVER WHITE HOUSE



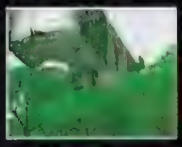


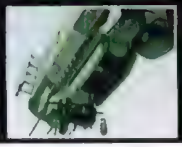
FADE IN ON:
EXT. WHITE HOUSE
We view the roofline of WHITE HOUSE. BIRDS begin to fly in the distance toward the top of the screen.

CUT TO show the SILVER NOAH as it skims the top of the trees.

CUT TO show the underside of the SILVER NOAH as it begins to rain down BOMBS on WHITE HOUSE.

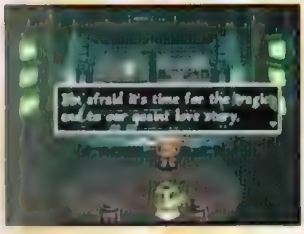
FADE OUT.





STORYCHECK

GOODBYE, OLD FRIEND



I know all there is to know about the cryin' game...

In light of current events, Gallarno calls for the immediate evacuation of the facility, blaming Andel for the trouble in the process. Only one small task need be executed before Gallarno himself leaves the building.

EVENT CHECK!
White House

Back in the hidden room, Mariel comes to her senses and screams for Elc to get away from her. As she speaks these final words, Gallarno detonates an explosive charge previously implanted in Mariel's head.

With this, Gallarno leaves the rest of your party to die in the rubble that White House is becoming, courtesy of the Silver Noah. Before Shu and the others can decide on a course of action, Arc appears in the Playroom. Arc's attempts to clear them out of White House before it collapses take a one-hundred-and-eighty-degree-turn when he learns that they don't want to leave behind a friend who was trying to save the children. He calls upon his Guardian Force abilities to blow a hole in the floor through which they can access the hidden room Elc fell into with Mariel. Unconscious, badly injured and near death they find him, slumped on the floor—alone!

You go, girl!

As the building falls around them, and it looks like there's no escape, the Silver Noah crashes through the northern wall. Chopin calls for everyone to get inside quickly before it's too late. Shu carries Elc as he and the others hop aboard the airship, Arc stays behind to search for Andel.

STORYCHECK

CRAWLING FROM THE WRECKAGE

Chongara tries to gloss over Elc's disfigurements by letting the party know that Kukuru can still find a woman who'll take him.

EVENT CHECK!
Operations Room

Inside the Silver Noah's Operations Room, you take control of Lieza. Speak to Elc once to determine the extent of his injuries. Speaking to him a second time will trigger Chongara's entrance. As Chongara tries to calm you with talk of Kukuru's healing powers, he also mentions that the current destination of the Silver Noah is Seirya. He then explains that it was Andel and not Arc who killed the King there. Finally, Chongara fills you in as to who Andel is, and that he's working in collaboration with your enemy, Gallarno, to conquer the world.

At this point, Shu thinks it best to go after Gallarno, since Arc is taking care of Andel. Based on Chongara's idea that Gallarno will flee to the Chimera Lab in Romalia, they decide to head to the Chimera Lab after leaving Elc with Kukuru.

Leave the room with Lieza and make your way through the Silver Noah until you reach Chopin in the cockpit. Once you're reassured by Chopin that there is still hope for Elc, the scene fades.

CONVERSION Arc the Lad BONUS!

The following scene with Arc and Andel will ONLY play out IF you've converted data from *Arc I*.

Cut to Arc in the rubble-strewn White House Playroom. Climb the stairs and enter the only door you can access. After flipping the door lock switch in the following corridor, two Rabid Dogs burst through the unlocked door in a really bad mood.

Arc is so optimistic...even after all this time...

ENEMIES:

RABID DOGS x2

STORYCHECK

RUN, RUN, RUN, COWARD!

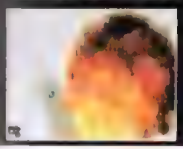
Andel is quite the lucky bastard...so far

EVENT CHECK!
White House

Proceed through the now-open door once you've done away with the dogs and head west to catch up with Andel on the docking platform for his airship. Unfortunately, just as Arc reaches the evil Minister, the platform collapses. Andel jumps aboard his airship, while Arc is forced back—powerless to stop him from escaping.

ANIMECHECK

ANDEL'S AIRSHIP



FADE IN ON:
EXT. WHITE HOUSE
We view the roofline of WHITE HOUSE. The screen shakes as an explosion is shown that destroys part of the WHITE HOUSE structure. The GUIST AIRSHIP, with Andel aboard, is seen as it rises in the air.

CUT TO the REAR of the GUIST. An explosion is seen to the right, as the GUIST begins to leave. Another explosion occurs toward the left of the screen, as the GUIST continues to ascend. One final explosion occurs in the middle of the screen, just before the GUIST leaves the screen.

FADE OUT.

STORYCHECK

ILLUSION-MAKER?

Gallarno is very put out, but it's only gonna get worse.

EVENT CHECK!
Guist Airship

Onboard the Guist, both Andel and Gallarno agree that it was a mistake to let Arc and Ele meet, as the two will surely join forces. Andel feels that taking their secret weapon, the Illusion-maker, to the Towers in Romalia would be best at this time. Gallarno assures him of the safety of his precious Towers by alerting him to the fact that monsters are being mass-produced to protect it. Ele's airship, the Hien, is then located and confiscated by the evil duo. Shortly thereafter, the Guist leaves for Seirya.

SEIRYA

SABATICO SHRINE

TOUVIL QUARRY

TOUVIL

STORYCHECK

BETWEEN LIFE—AND DEATH!

Whoa, light up the incense and pass the granola. Kukuru's gone hippie!

The Silver Noah lands at Touvil Quarry, inside Seirya.

EVENT CHECK!

Touvil Quarry

Sabatico Shrine

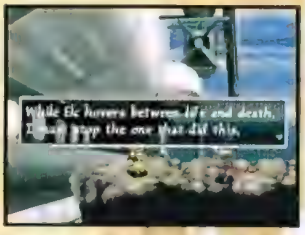
Touvil

Touvil Quarry

With Chongara carrying the still-unconscious Elc, the party rushes to Sabatico Shrine to try to save the dying boy.

Inside the rear chamber of the shrine, Kukuru quickly uses her healing abilities to try to stay what should have been the inevitable. Once Kukuru has done what she can for Elc, she returns to the others to tell them some distressing news. Though she was able to bring him out of harm's way physically, it seems Elc's mind was damaged in the encounter with Mariel at White House. When asked what can be done to save Elc, Kukuru basically says stopping Andel from gaining world domination is the golden ticket.

At this point, Lieza stays with Kukuru and holds watch over Elc, as Shu and Shante leave the shrine in search of the Silver Noah docked out on the cliffs at the Touvil Quarry. Since it's been a long time since the last save point, if you wish to save your progress, you can return to Sabatico Shrine, where in a room to the west you'll find a bed as well as a journal.

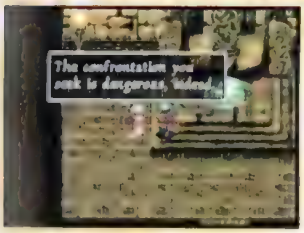


Because having the next half of the game take place at Elc's bedside would be really stupid.

Pass through the abandoned village of Touvil, exiting by the dirt path to the west to reach the Quarry. Here you'll find the Silver Noah. Unfortunately, Chopin reveals that the airship is in need of too many repairs to leave for Romalia as Shu suggests. When pressed on the matter, all Chopin can offer is that they may wish to try looking at the Seirya Skyport for another airship to take them where they need to go. For details as to how you can reach the Seirya Skyport, return to the shrine and ask Kukuru.

STORYCHECK

A LOT HAS CHANGED



Danger is Shu's middle name, but Kukuru will get that vibe soon enough.

Back in the rear chamber of the shrine, Kukuru asks if you're "certain you wish to find Gallarno?" Answer ***Yes!*** to this question, and ***Absolutely!*** to the next, to show Kukuru that you are resolute in your desire to continue on with what must be done. She then teleports Shu and Shante to Palencia, the others remaining behind to hold watch over Elc, should he regain consciousness. For the good of the world, you must prevail.

EVENT CHECK!

Sabatico Shrine

Palencia

On the streets of Palencia, Shu and Shante decide to find out more about airships in the area. If you enter the Palencia Shop and inspect the goods around the outer walls, the clerk will tell you to feel free to sample his goods. If you sample too many however, when you try to buy anything the clerk will inform you that he is currently out of goods to sell. To remedy this situation, just leave and re-enter the shop, for once you do, it's back to business as usual.

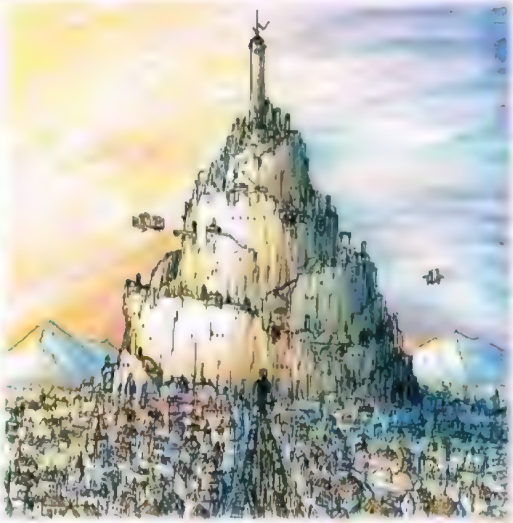
PALENCIA

PALENCIA

DOWNTOWN

PALENCIA CART SHOP	
Revival Dust	1000 G
Cure-All	1000 G
Illusion Robe	2000 G

PALENCIA SHOP			
Revival Dust	1000 G	Leather Shoes	1500 G
Cure-All	1000 G	Splash Cymbals	8000 G
Recover Fruit	400 G	Shot Whip	400 G
Blood Herb	82 G	Sub Machine Gun	2000 G
Rapier	1000 G	Beat Attacker	1000 G
Light Ax	3000 G	Fang	1000 G
Flail	1000 G	Mask	20 G
Iron Dagger	3000 G	Light Sickle	2000 G
FlameTrident	3000 G	Cloth Wrap	800 G
Power Club	4000 G	Shoulder Guard	2000 G
Claw	800 G		



HUNTERS' GUILD

Though you won't find any jobs in the Palencia Guild, there are several wanted criminals to seek out and apprehend.

Along with these four wanted posters, there is a fifth "hidden" poster. To uncover it, push the plant at the top right to the side, then inspect the wall which the plant once blocked. The wanted poster for Gia, the Black Dragon, will then appear.

WANTED

GIA

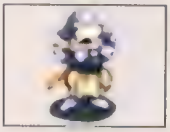
Class: Black Dragon
Reward: 3600 G
Sighted: Seirya
Special: Dark Breath

WANTED

RAGI

Class: Apostate Priest
Reward: 1575 G
Sighted: Seirya
Special: Magic Shield

WANTED



KIBA

Class: Ninja
Reward: 2115 G
Sighted: Quina Hill
Special: Bomb-Shuriken

WANTED

SHAKO

Class: Ghost
Reward: 1800 G
Sighted: Castle Ruins
Special: Unknown

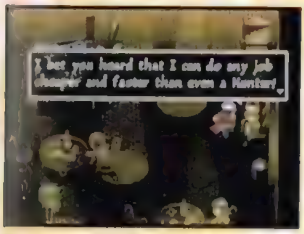
WANTED

DIROS

Class: Spelunker
Reward: 1890 G
Sighted: Castle Ruins
Special: Sleep Wind

STORYCHECK

A WRETCHED HIVE OF SCUM AND VILLAINY



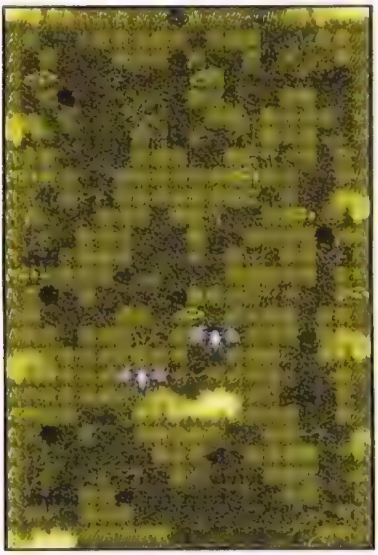
Pepe mistakes Shu for a street hustler and propositions him.

After speaking with the citizens of Palencia (unnecessary, but it will help familiarize you with this section of Palencia), leave the area and enter the section marked "Downtown" from the World Map.

EVENT CHECK!
Palencia
Downtown
Downtown Bar

Once "Downtown", talk to the dark-haired man outside the bar to hear that someone named Pepe may be able to help you get to Romalia. Once you stop giggling about the name, enter the Downtown Bar and you'll find Pepe sitting on the couch next to the phone booth at the top right. It's not until you flash some cash that Pepe admits to who he is. Once he does, he asks that you buy him a drink. Choose ***Buy the drink***, then head over to Pepe (who ran to the bar as soon as you agreed). When you tell him you wish to get aboard a Romalian Battleship, Pepe is so astonished he spits the drink back into his glass. It's a virtual impossibility, he tells you. After stroking his ego ever so slightly, Pepe agrees that if you do him a favor he'll see what he can do.

Pepe's favor involves going to Quina Hill and finding four Shimmer Stones for him. While rock collecting doesn't initially sound too difficult, know that in order to get them, you'll need to defeat the creatures who live there first. Pepe offers no help in acquiring them; instead, he decides to wait at the bar while you're gone.



QUINA HILL

Off you go to Quina Hill, located at the base of the mountains to the southwest.

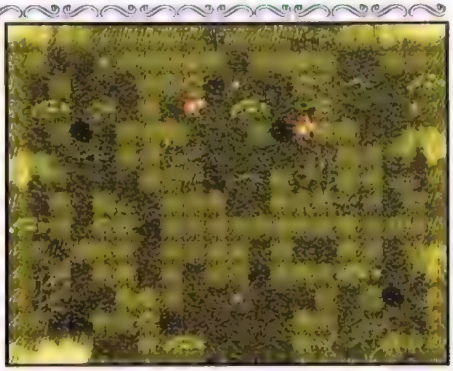
The terrain at Quina Hill is not the most ideal for fighting, especially when it's against winged creatures like the Wyverns who call the hill home. Patches of tall grass, twigs, and bushes scatter the field, making it difficult to get within range of your flying foes with any amount of regularity. Repeatedly enter and defeat the Wyverns here until you've accumulated at least four **Shimmer Stones**.

ENEMIES:

WYVERN x2

SHIMMER STONE

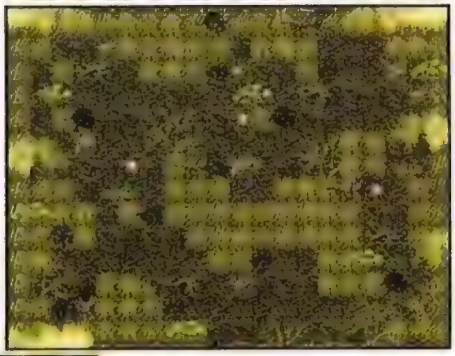
RAUS PLAIN



ENEMIES:

HELL HOUND x2

COLBO PLAIN



ENEMIES:

ACID SLIME x3

OUTLAWCHECK

RAGI

1 LOCATION: **Seirya—Quina Hill**

2 WEALTH: **1575 G**

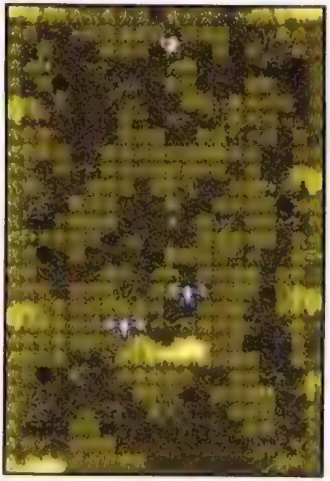
3 MERITS: **2**

4 TIME FRAME: **Palencia Guild—After checking the wanted poster at the guild.**

5 DESCRIPTION:

Though his poster on the wall at the Palencia Guild merely said he was last seen in Seirya, you'll find this wanted creature hiding here at Quina Hill, Raus Plain, or Colbo Plain. In order to reach the section of the battlefield in Quina Hill that Ragi has set up camp in, you'll need to practice your jumping skills as you make your way up the eastern edge of the field. Upon his defeat, Ragi drops a *Miranda*.

6 AREA MAP:



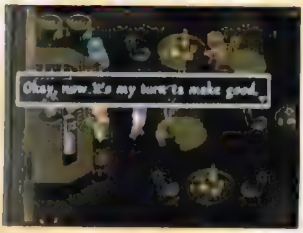
7 CRIMINALS:

RAGI x1 WYVERN x2

FORM APPROVED: HG01-02-004-58602

STORYCHECK

I SEEM TO HAVE MISPLACED MY TICKET



"Good" is Pepe's code word for number 2.

Now that you have the Shimmer Stones, return to the Downtown Bar and give them to Pepe. When you're ready, speak to him again and he'll ask if you're ready to leave. Answer *Yes* to follow him out of the bar to the Seirya Skyport.

EVENT CHECK!

Downtown Bar

Seirya Skyport

Romalia Battleship

Inside the Skyport, Pepe pushes an enormous box (gee, I wonder what...or who's in it?) towards the boarding gate. When confronted by the guards, Pepe tells them he's a messenger boy delivering a crate of food for the soldiers. It works—they allow him through the security checkpoint. Those screeners are SO fired if anyone finds out. Little does the crew of the battleship realize that there are now two stowaways aboard.

As the ship lifts off, so does the lid of the supposed food crate. Shu and Shante slip out unnoticed, and decide to rest while the battleship makes its way towards Romalia.

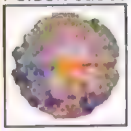
ROMALIAN BATTLESHIP

ENEMIES:

DEMI MONK

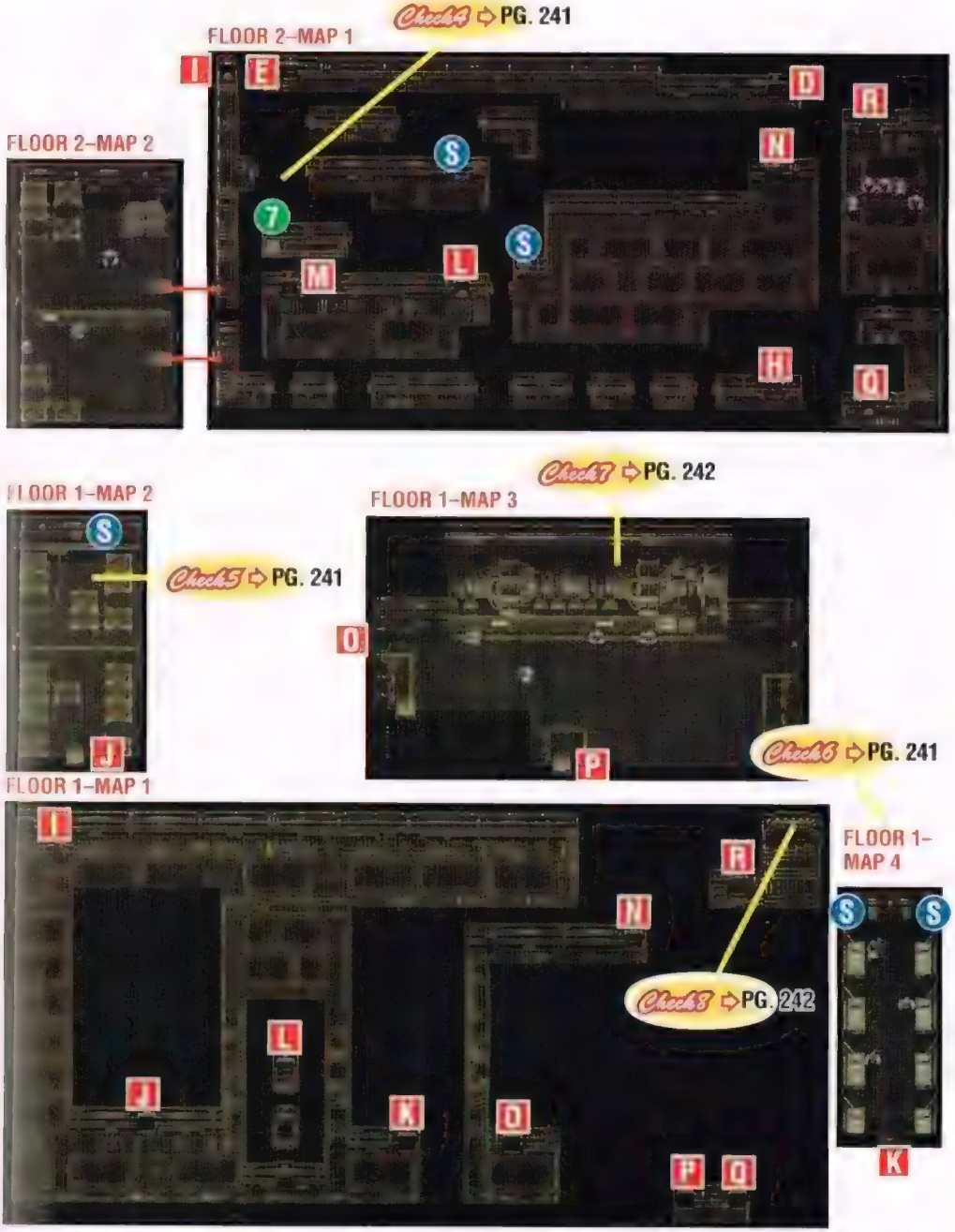
EVIL EYE

POISON CLOUD



ASSASSIN

ITEM!
1 Crystal Shoes
2 Magic Apple
3 Chaos Herb
4 Ranger Suit
5 Reco's Grass
6 Recover Fruit
7 Strengthen Fruit

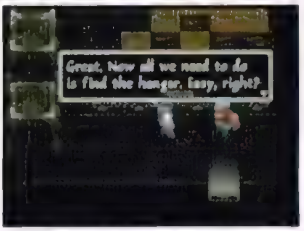

Check4 ⇨ PG. 241
FLOOR 2–MAP 1
FLOOR 2–MAP 2
Check5 ⇨ PG. 241
FLOOR 1–MAP 2
Check7 ⇨ PG. 242
FLOOR 1–MAP 3
Check6 ⇨ PG. 241
FLOOR 1–MAP 1
Check8 ⇨ PG. 242
FLOOR 1–MAP 4

Check1 ⇨ TRYING NOT TO GET CAUGHT

Once the battleship nears its destination, the two arise and begin exploring the ship. As luck would have it, in the very first room they come to, the guards spot them. The alarms sound, and the guards transform into their true monstrous forms. It's now time to fight your way past them.

With the first guards' defeat, Shante begins worrying that the entire ship has been alerted to your presence. Shu has an idea—find the hangar for the smaller combat planes and steal one. If successful, it will get them off the battleship and into Romalia.

Your new task is to find the hangar. Start by continuing south out of Floor 3-Map 3 (labeled "D") and once in the main corridor, Floor 3-Map 2 (do not flip the switch in the main corridor; it closes the door which leads to the room you can rest in), head through the door to the northwest.



Shante and Shu have no idea how wrong this statement will turn out to be.

Check2 ⇨ CORRIDOR CRUISING

In Floor 3-Map 7, be wary of the Evil Eyes, as they may cast Petro, a spell which can turn a character to stone. When the battle ends, you'll find a switch on the northern wall. Flipping this switch opens the southern door in the passage to the east (this passage is reached by way of the short hall at the center of the eastern wall of the main corridor). With that accomplished, return to the main corridor, Floor 3-Map 2, and enter the door at the southeast. Trigger the switch at the top right in Floor 3-Map 4 to unlock the northern door in the eastern passage, then once again return to the main corridor. The room to the southwest, Floor 3-Map 5, contains enemies as well as treasure chests. The chest furthest south is accessible by jumping the fence during battle.

And, just as strangely, a door is probably closing somewhere in the world, too.

Check3 ⇨ THERE'S NO PLACE LIKE HOME

Once you've flipped the necessary switches and opened the chests you wish to, head through the short hall and follow the eastern passage north, through the previously locked northern door, as well as the door at the end (labeled "D"). This will bring you to Floor 2-Map 1 of the Romalian Battleship. From here, proceed to the west and enter the only available door (labeled "E") to head back up to Floor 3-Map 2. You're now in a square corridor, with doors on the inside northern and southern walls. Since the northern door (labeled "G") is locked, enter the southern door (labeled "G").

After defeating the foes in Floor 3-Map 6, flip the switch at the northeast to open the northern door (labeled "G") which was previously locked. Return to the outer corridor and from there enter the now-open northern door (labeled "G") to access a chest containing **Crystal Shoes**.

Shu is thrilled to have found the one remaining artifact he needed to complete his Elton John outfit.

Check4 ⇨ STARTING OVER AGAIN

With this area now fully explored, return to your starting point on Floor 3-Map 2, and instead of going north as you did before, take the eastern passage south. Once through the door at the southern end of the eastern passage (labeled "H") you'll again be on Floor 2-Map 1 of the battleship. Proceed to the west as far as you can, passing through to Floor 2-Map 2 to reach the cargo hold. In the cargo hold, you'll find more monsters who will try to impede your progress.

Continue through the cargo hold, exiting through the door to the northeast. In Floor 2-Map 1, if you go north in the eastern underpass between the two halls, there is a secret passage. Find it by walking upwards. This secret way leads around the smaller halls to a treasure chest containing a **Strengthen Fruit.**

Apples are nature's candy...once you add caramel and a stick.

Check5 ⇨ ALMOST FINISHED

If you continue east, past the hidden passage in the underpass, at the end of the hall you'll come to another switch. This switch opens the sealed door at the southeast of Floor 2-Map 1. Once you've opened this door, return west and enter the door at the end of the corridor leading north (labeled "I").

You'll now be on Floor 1-Map 1 of the Romalian Battleship. The door at the southwest (labeled "J") leads to a storage room. Enter Floor 1-Map 2 and flip the switch at the top of it. Doing so opens the first of two locked doors in the central area leading to the stairs (labeled "L") in yet another section of Floor 2.

Who wired this battleship, anyway? An inbred, dyslexic, drunk Romalian contractor?

Check6 ⇨ LIGHTS ON, LIGHTS OFF

Next, pass through the door at the southeastern corner (labeled "K") to gain entrance to the guards' quarters in Floor 1-Map 4. Luckily, they're asleep. Quietly make your way to the north wall of the room and trigger the switch on the wall to the left in order to open the second of the locked doors in the center of the outer area. Do not trip the switch to the right, as it turns the lights on, which wakes the guards.

Once both doors are unlocked and open, pass through them and head up the stairs (labeled "L") that follow to Floor 2-Map 1. From your starting point on Floor 2, the door to the west (labeled "M") leads to the southwest corner of Floor 3-Map 2, where you can enter the only open door (which leads to Floor 3-Map 9) to find a treasure chest containing a **Ranger Suit**.

No way to talk yourself out of this one...

Check7

THE ENGINE ROOM

After retrieving the **Ranger Suit**, head back down to Floor 2 and flip the switch on the wall just east of the small passage. This will open the door at the northeast (labeled "N"). Head through the newly opened door to reach Floor 1-Map 1 again, then follow the only corridor you can, passing through the door at the end of it (labeled "O") to enter the Main Engine Room, Floor 1-Map 3.

Continue onwards, leaving the engine room via the door to the south (labeled "P"), and in the following short hallway, take the next door (labeled "Q") to Floor 2-Map 1. From here, head north. A short distance up the passage you'll be ambushed by a squad of Romalian guards.

A surprisingly well-spoken line for a member of the notoriously undereducated Romalian army.

Check8

THE WAY OUT!

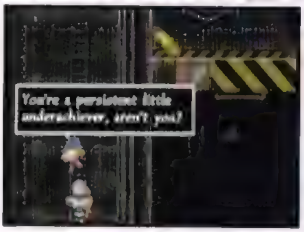
Having bested your opponents, make your way through the open door to the north (labeled "R"), to return to Floor 1-Map 1. Finally, pass through the large steel door you come to in order to reach your objective — the Airship Hangar where the combat planes are kept!

Shante spots the Hien among the craft assembled on the deck of the hangar. As you are just about to board it, trouble comes calling.

After dispatching the guards, their commander returns to the hangar. Seeing that he's outnumbered, and that Shu is in no mood to play games, the officer does as he's asked and explains how to use the lift. In order to move the Hien into position on the launch deck, you'll need to flip the lever next to the ladder. Knowing this, as you take control of Shante, pull the lever so that Shu may pilot the Hien once it's in launch position.

As the lift rises, more guards enter the room in an attempt to stop your escape. As Shante climbs the ladder in an effort to get away, she'll come to a second set of levers. Flip the "Right" lever so that the lift keeps traveling upwards towards the launch deck. If you pull the lever to the "Left" the lift will instead return to the hangar bay and you will need to start again... after fighting off the guards who have climbed back down the ladder, that is.

Once you've properly flipped the second lever to the right, the unthinkable happens—Shante is blown over the side of the battleship due to a combination of strong winds and bomb-throwing guards. Shu narrowly avoids capture by dropping a few bombs of his own out the hatch of the Hien before lifting off.



A line Shante perfected during her days as a singer in the bar.

CLENIA ISLE

CLENIA SHOP			
Revival Dust	1000 G	Leather Shoes	1500 G
Cure-All	1000 G	Splash Cymbals	8000 G
Recover Fruit	400 G	Shot Whip	400 G
Blood Herb	82 G	Sub Machine Gun	2000 G
Rapier	1000 G	Beat Attacker	1000 G
Light Ax	3000 G	Fang	1000 G
Flail	1000 G	Mask	20 G
Iron Dagger	3000 G	Light Sickle	2000 G
Flame Trident	3000 G	Luck Beads	2000 G
Power Club	4000 G	Cloth Wrap	800 G
Claw	800 G	Shoulder Guard	2000 G

STORYCHECK

WASHED UP

Yes, Gruga is but a man, and Shante is...wet, unconscious, and built.

Face down in the sand, the ocean's waves crashing over her unconscious body, Shante lies, lucky to be alive after her tremendous fall.

Out for a stroll down the beach on such a nice sunny day, Elena and her father never imagined they'd come across the body of an injured woman. Lucky for Shante they were in the right place at the right time. The father and daughter bring her to the Inn so she can rest comfortably and have her wounds properly tended to.

EVENT CHECK!

Clenia Isle

Clenia Inn

Clenia Town

As Shante stirs, Elena comes in to check on her. After an introduction and explanation as to her current whereabouts, Shante gets out of bed. While trying to help, Elena stumbles. It's then that Shante realizes that the little girl is blind. When asked about the location of her father, Elena suggests talking to the owner of the Inn to get more information, so leave the room and do so.

Shante finds that Elena is quite sweet. C'mon, now...awwww!

From the owner, you learn that Elena's father's name is Gruga, and that he can be found at Training Rock (heading to Training Rock without first talking to the Innkeeper will be a wasted trip, as Gruga won't be there). He goes on to tell you about the big tournament being held at the Arena tomorrow, as well as the fact that Gruga is competing in it.

A quick look around town before heading out to Training Rock reveals an Arena to the north as well as the standard fare... a Bar, a Shop... all but a Guild. Over at the Clenia Bar, you'll find a man behind the cobwebs at the lower right taking one-hundred-Goz bets on Galburn being the winner of the tournament. One hundred isn't too much, but why bet against a friend?

STORYCHECK

OH, THERE YOU ARE, GRUGA

Gruga can't help but dish out a little fatherly tongue-lashing before kicking butt.

After exploring Clenia to your heart's content, leave town and head slightly east. There you'll find a group of large stones collectively called Training Rock. Once entered, you see Gruga being ambushed by a group of Ninjas. Knowing that he's severely outnumbered, you rush to his side to help him as he helped you.

EVENT CHECK!

Training Rock

TRAINING ROCK

PLAY TIP

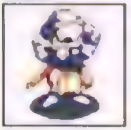
Jump to this chest during combat to receive the item inside (Tanzanite).

ITEM!

1. Tanzanite
2. Cure-All
3. Poisoner

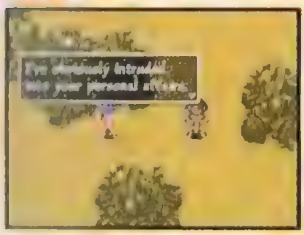
ENEMIES:

NINJA x4



STORYCHECK

LOOSE LIPS...



Shante pretends to have done it by accident. Shyeah...right.

EVENT CHECK!

Training Rock

After the battle, Shante thanks Gruga for saving her on the beach and asks if he knows of a way for her to get to Romalia. Gruga tells her that the ships will once again depart from the Clenia Skyport once the tournament has ended. When Shante wishes Gruga luck in the tournament, secrets slip and she finds out that although Elena believes him to be her father, in actuality he is not. Gruga feels he was responsible for the death of Elena's biological parents, as well as her loss of sight. Realizing he has probably said WAY too much, Gruga then leaves.

Re-entering Training Rock after Gruga's departure prompts a different set of enemies to appear.

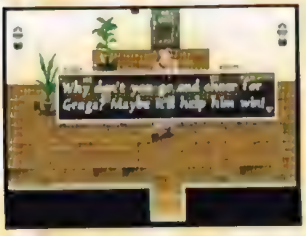
ENEMIES:

WILD HEMO-JI x2

FIRE BIRD x4

STORYCHECK

LET'S GET READY TO RUUUUUUUUMBLE!!!



Then again, maybe it'll distract, causing him to lose and his daughter to remain blind forever...

Return to Clenia and speak with the Innkeeper to get a little more background information on Gruga, then talk with him a second time and choose to spend the night at the Inn.

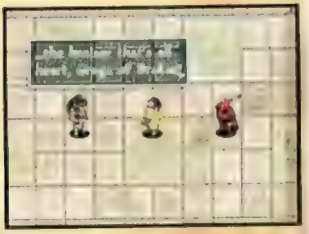
The following morning, after you've rubbed the sleep from your eyes, talk to the Innkeeper again to find that the semi-finals for the tournament are being held today at the Arena. Now would be a good time to head over there and cheer on Gruga, so off you go.

EVENT CHECK!

- Clenia Town
- Clenia Inn
- Clenia Arena Courtyard
- Clenia Arena
- Clenia Inn
- Clenia Arena Courtyard
- Clenia Arena

In the Clenia Arena Courtyard, you'll meet up with Gruga. Speak to him and wish him luck in order to trigger his match to begin. Inside the Arena, the semi-final match gets underway, pitting Gruga against a contestant from Niedel named Gester. After a fierce battle, Gruga wins!!! With his match finished, Gruga returns to the Arena Courtyard. When asked, Gruga says that he endures the pain simply because he must, for Elena. He tells you that "when" he wins the final match of the tournament, he will have the money he needs to take Elena to a doctor who can restore her sight. The only drawback is that Elena will discover that Gruga is obviously not her real father.

Once again return to the Inn and talk to the Innkeeper twice. Choose *Yes* when asked whether or not you'd like to stay the night in order to pass the time until the finals. Apparently the mattresses and pillows at the Clenia Inn must be super soft, since Shante (who slept in her clothes, shoes, and earrings each night she stayed there) thinks it was the best sleep she's had in a while. With the finals soon getting underway, make your way to the Arena to watch how Gruga fares.



Catch obviously has picked sides this time out...

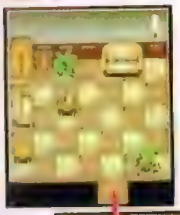
It all comes down to this last match, Gruga tells you in the Arena Courtyard. He then asks that you leave him, as he needs to go over his strategy—soon after, he's called into the Arena. The final match, the outcome of which will determine the fate of Elena's sight, is about to begin!

And he'd be washing it down with...

Galburn pulls out all the stops and fires off every magic spell he knows at his opponent, but Gruga just brushes them off. It's not until Galburn paralyzes Gruga that he begins to feel the sting of Galburn's attacks—luckily, it doesn't last long, as Gruga soon breaks free of the immobilization spell. At this point all hell breaks loose on poor Galburn, as Gruga unleashes a beating the likes of which Mike Tyson would walk away from crying. Unable to withstand it, Galburn collapses to the ground—GRUGA WINS!!! His love for Elena and the desire to set right the wrongs he felt he had caused her overcame things seemingly trivial in comparison, such as a threshold for pain, or even his own safety. The prize? One hundred thousand Goz—more than enough to get her the operation needed to restore her sight.

VACANT HOUSE

MAP 3



Check1 ⇨ PG. 248

Check2 ⇨ PG. 248

MAP 1

MAP 2

ENEMIES:

DRAGONFLY x2

WIZARD x2

BLACK KNIGHT x3

STORYCHECK

MEN IN BLACK

Shante returns to the Inn only to discover that the adult channel has been locked out.

Now that the match is over, return with Gruga to the Clenia Inn.

EVENT CHECK!
Clenia Inn

Once you enter it, it's obvious that the establishment has met with foul play. Doors are broken, windows smashed, plants knocked over, furniture strewn about, even the filthy rubber ducky in the tub in Shante's room is gone... and if that's not enough, the owner can be found badly beaten and half-conscious on the floor outside of Gruga and Elena's room.

Follow Gruga as he rushes into his room to search for clues. At the foot of the bed is what is apparently a ransom note pinned to the bed frame with a knife. Have these bastards found out about Gruga winning the tournament prize money? Do they figure they'll be able to get their hands on it by taking the child hostage? Son of a...

The note goes on to say that Gruga should go to the Vacant House to the east of Clenia if he wants to save Elena. At this point, Shante joins forces with Gruga.

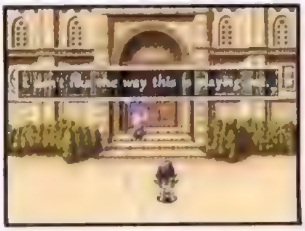
Leave Clenia and make your way to the Vacant House which appears on the World Map slightly to the northeast of Training Rock.

Okay, there are SO many places this could go, and none of them are in good taste. Let's just leave it.

Check1 ⇨ I THOUGHT IT WAS A VACANT HOUSE

nside the Vacant House, the trap Shante feared is hinted at when a Wizard appears and tells Gruga that if he can best him in battle he may reveal where Elena has been taken.

With the Wizard's defeat comes no new information. (What did you expect? You killed him!) Head up the stairs and enter the room at the right. There, the Cabal fills you in on the true ransom they want in return for Elena—Gruga's strength for their evil experiments!

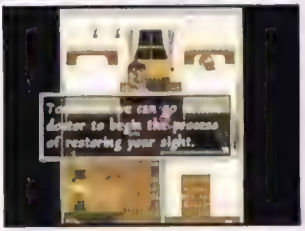


Shante has reason to fear the events that are about to unfold.

Check2 ⇨ THERE'S MY GIRL

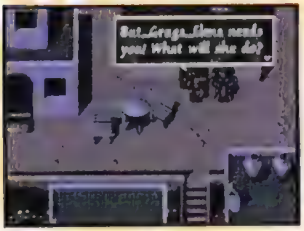
Outraged, Shante explains the Chimera Lab to Gruga, and how her brother met his demise there from the very same experiments. You are informed that, should you resist, Elena will come to harm. The Cabal member transforms into a Wizard, as several Black Knights enter the room to help their comrade subdue Gruga.

Once the battle ends in your favor, Elena stumbles from a back room. Faith that the man she calls her father would come to her rescue kept the little girl going through this ordeal. Gruga picks the child up and rushes her back to the Clenia Inn so she can rest. Before Elena can drift off, and so that she may have pleasant dreams, Gruga tells her that he won the tournament, and that with the prize money she'll hopefully have her sight back soon.



You'll get your sight back, but the only Daddy you've ever known will be gone. Scaredy bastard.

STORYCHECK THE NEEDS OF THE MANY...



Shante's making good sense here, but Gruga will have none of it. Deep down, he's afraid Elena will reject him once she can see and learns what happened to her real parents.

EVENT CHECK!
Clenia Inn

After leaving Elena's room, speak with the Innkeeper (boy, he's quick with the repairs and tidying up) to find that Gruga has gone outside. If you enter Shante's room at the Inn and inspect the tub, Shante will take a much-needed bath.

Outside the front door of the Inn, you'll find Gruga. Something is troubling him. Apparently he's made arrangements for the Innkeeper to take Elena to the doctor's for her eye treatments... after which she can use the remaining prize money to live at the Inn under the watchful eye of the Innkeeper. Shante can't understand Gruga's reason for leaving behind the sweet, innocent Elena, and Gruga only halfheartedly tries to come up with an explanation. A short while later, Gruga slips away in the night with Shante on her mission to Romalia.

STORYCHECK INDEPENDENT WOMAN, PART 1

Greedy Romalian soldiers are on a house-to-house septic search for more scum to suck, but Lieza's grandfather isn't in the mood to give 'em samples.

With the party split for the time being, and Elc nothing more than a shell of his former self, Lieza has little more to do than grieve for Elc's condition while she waits for the others to return.

EVENT CHECK!

Sabatico Shrine

Touvil

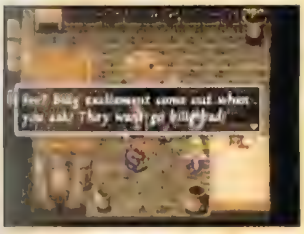
Touvil Quarry

Cut to Sabatico Shrine, where Lieza stands a heart-wrenching watch over her ill friend. As Lieza ponders what may happen to her should Elc never recover from his condition, she flashes back to a time when she was taken from her village of Holn by the Romalian soldiers and scientists—who intended to take her to White House!

When the painful memories stop, Kukuru tells Lieza that she must face her inner demons alone, and not wait for Elc to help her resolve her inner turmoil. Chongara then enters the room and offers his support, as well as that of his Guardian Forces. Though currently only Hemo-ji, Mofly, and Kelack are traveling with him, he mentions that Rai-jin can be found at the Azenda Highlands in Alatos and Fu-jin at the Zaribah Water Shrine (though he doesn't mention them, the remaining two Guardian Forces, Odon and Choko, can be found as well). With that, the three present Guardian Forces join Lieza as teammates, and Chongara tells Lieza to seek out the Silver Noah to aid in the retrieval of the others as well as her personal quest.

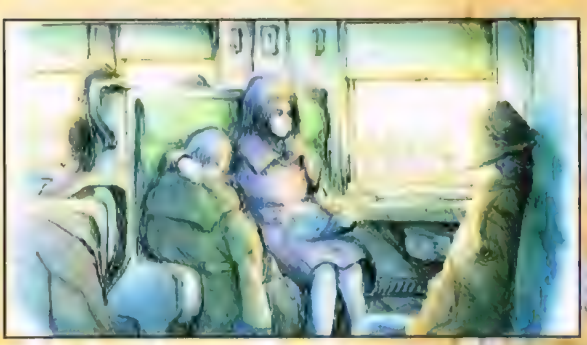
"You know, all women have days when they feel not so fresh..."

Leaving Dick behind to help Kukuru care for Elc, exit the Shrine and head through the abandoned town of Touvil to the Silver Noah, which is docked at the cliffs of Touvil Quarry.



Chongara's speech is pretty much a joke on its own. Read into it what you will.

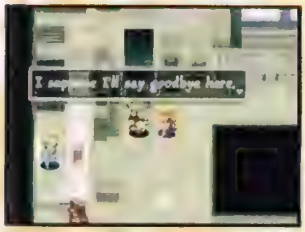
Once you reach the Quarry, talk to Chopin and tell him *Yes* when asked if you're ready to leave. Next stop, the Village of Holn, on the continent of Forles.



RAMUL SHOP	
Revival Dust	1000 G
Cure-All	1000 G
Recover Fruit	400 G
Blood Herb	82 G
Rapier	1000 G
Light Ax	3000 G
Flail	1000 G
Iron Dagger	3000 G
Flame Trident	3000 G
Power Club	4000 G
Rod	1000 G
Claw	800 G
Leather Shoes	1500 G
Splash Cymbals	8000 G
Shot Whip	400 G
Sub Machine Gun	2000 G
Beat Attacker	1000 G
Fang	1000 G
Mask	20 G
Light Sickle	2000 G
Luck Beads	2000 G
Cloth Wrap	800 G
Shoulder Guard	2000 G

STORYCHECK

GIRL ABOUT TOWN



Other things Chopin could have said:
"I got your Silver Noah right here!"
OR
"So, uh...what is it you DO with beasts, anyway?"

Once you touch down in Forles, Chopin, ever the busy man, stays just long enough to say goodbye and wish you well.

EVENT CHECK!
Ramul
Gia Temple
Temple Square

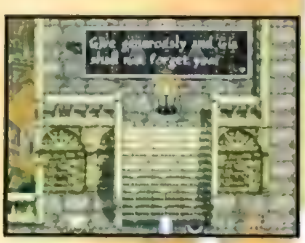
To begin your journey of self-worth, leave Forles Skyport and head south to the town of Ramul.

In Ramul, Lieza's fortune can be told by the old woman in the southern alley between the first two houses. The fortune teller claims that one of several Spirits can be seen around our heroine—hopefully this will turn out to be a good thing.

While speaking with the citizens of Ramul, you're told to inquire at the Gia Temple for more information about the goings-on at Holn, so take the short walk to the east from Ramul to see what all the brouhaha is about.

At the Gia Temple, a crowd has gathered to listen to the Archmonk as he takes up a collection for the construction of the new temple cathedral. The Archmonk tries to sway the citizens into donating by scaring them with his talk of the reviving of the Beasttalkers of Holn.

Hearing of Holn makes you homesick, so leave the Gia Temple grounds and head west across the World Map towards Holn.

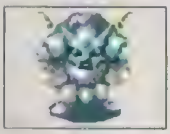


Ask not what your temple can do for you, but rather what you can do for your temple.

HUNTERS' GUILD

Across the river and towards the northeastern corner of town next to the closed Yuk Yuk Comedy Club is the Ramul Guild. Two new jobs await you, as well as wanted posters of the following four criminals:

WANTED



JAD
Class: Barbarian
Reward: 1350 G
Sighted: Holn Area
Special: Charge

WANTED

BALGULI
Class: Death Lizard
Reward: 1440 G
Sighted: Forles
Special: Round Attack

WANTED

DILLINGER
Class: Evil Eye
Reward: 1485 G
Sighted: Forles
Special: Unknown

WANTED

GAUCROW
Class: Roc
Reward: 2250 G
Sighted: Alatos
Special: Ground Shield

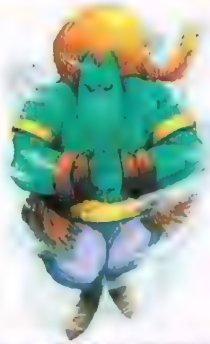
FELS HIGHLAND

The Barbarians at Fels Highland or Calmio Hill may make a strong addition to your battle party via Lieza's Ravish spell.

ENEMIES:

EVIL EYE x4

BARBARIAN x1



CALMIO HILL

ENEMIES:

EVIL EYE x6

BARBARIAN x2

JOBCHECK Find Missing Son

1 LOCATION: **Ramul–Forest Edge Pass** **2** WEALTH: **1000 G** **3** MERITS: **3**

4 TIME FRAME: **Ramul Guild—When Lieza arrives in Ramul.**

5 DESCRIPTION:

The woman who runs the Comedy Club next to the Ramul Guild wants a Hunter to find her son who left a few months ago, but never returned.

Though it was previously closed, once you've accepted this job, the Yuk Yuk Comedy Club will be open to you. Enter the establishment and inform the woman inside that you're the Hunter assigned to her case. From the woman, you find that if you take her son's usual letter-writing habits into consideration, the boy may have been missing for upwards of three months. The last letter his mother received stated that he would be returning to Forles in five days, so she feels he may be somewhere nearby. With that, she gives you a picture of him and tells you his name is Segle. At this point, leave Ramul and head to Forest Edge Pass, located just outside of the Village of Holn (this location becomes available on the World Map once you've taken this job). Here, coming out of a home unfamiliar to Lieza, is Segle. His leg still in pain from a recent injury, Segle tells you of it as you help him walk back to Ramul so that he may reunite with his worried mother.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

JOBCHECK Catch Mischievous Boy

1 LOCATION: **Ramul Town** **2** WEALTH: **1500 G** **3** MERITS: **3**

4 TIME FRAME: **Ramul Guild—When Lieza arrives in Ramul.**

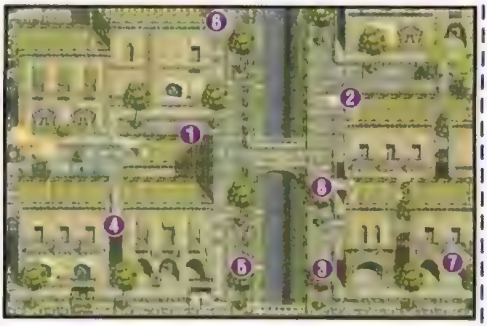
5 DESCRIPTION:

Our client wants a Hunter to catch and return her mischievous son. He usually gets into trouble around Ramul Town, so start there.

As soon as you leave the Ramul Guild after accepting this job, the boy's mother approaches you on the street to give you what little background information she can. Once finished, the boy calls out from a nearby bridge and runs away. It's now up to you to catch him so his mother can give him the punishment he deserves. At any point you may talk to the boy's mother to be asked whether you'd like to give up looking for the boy, but be warned, choosing *Yes* will cause you to forfeit the job for good. Follow the numbered locations on the map to find his location. Pestering him at the last location will cause the little brat to run squealing back to his mother. Your reward, which is based on the time it took you to complete this job, awaits you inside the Guild.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:



OUTLAWCHECK

BALGULI

1 LOCATION: **Forles—Fels Highland**

2 WEALTH: **1440 G**

3 MERITS: **2**

4 TIME FRAME: **Ramul Guild—After viewing the wanted posters.**

5 DESCRIPTION:

Once you've made the rounds in Ramul, including having scooped out the four wanted posters at the Guild, leave town and head west to Fels Highland. It may take a few trips into the area, but eventually you'll track down one of Ramul's most wanted.

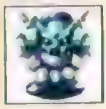
After his defeat, return to the Ramul Guild to collect your reward.

6 AREA MAP:

7 CRIMINALS:

BALGULI x1 — SCALLESS

BARBARIAN x1 — FEATHERED CAPE



EVIL EYE x4

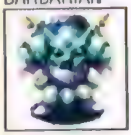
FORM APPROVED: HG01-02-004-58602

HOLN BRIDGE

As soon as you enter Holn Bridge, which leads to Lieza's village, you see that it is overrun with monsters. Five Barbarians are about to attack a small boy before your very eyes! Not one to let an innocent child die, Lieza calls for Paundit to help her save him. Though the monsters taunt her, little do they know the trouble they'll soon face when Lieza brings her wrath down upon them. As the fight begins, the boy runs away and hides among the nearby trees.

ENEMIES:

BARBARIAN x5

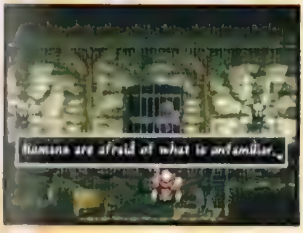


During this squabble, in addition to Lieza's and Kelack's Cure, Lieza's Earthquake and Paundit's Cold Breath spells will prove useful.

Once you've killed all but two of the Barbarians, the battle ends. Those remaining run away to save their natty hides. With the coast now clear, Lieza calls for the boy to come out of hiding. Thrilled to have seen you communicating with Paundit, the boy asks if you're from Holn, since that's where the Beasttalkers are from. After he leaves for home, you notice a large rock strategically placed by the monsters to prevent you from crossing the bridge and entering Holn. Inspecting it gives you an idea. Perhaps someone in Ramul would be both strong and kind enough to help you move it...

STORYCHECK

JAILBAIT



Which explains the sales of "Invincible"

EVENT CHECK!

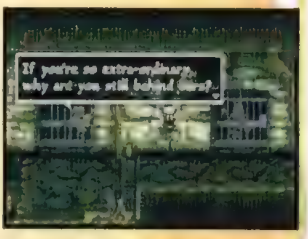
Ramul

Ramul Police Station

Ramul

Once you return to Ramul and have asked at least five of the townsfolk to help you move the rock at Holn Bridge (choose ***Ask*** when prompted with the question of whether or not to ask the person you're talking to for help with the rock), attempt to leave town. At this point the Ramul Police will rush out and take you away to a dark cell in the Ramul Police Station. When you ask the Chief why you've been taken into custody, he transforms into a monster. As if that weren't answer enough, the creature explains that the boy who saw you use your powers to communicate with Paundit has spread the news all over town—and now the frightened townsfolk are demanding your death!!! Figuring that you'll never get the chance to do anything at all about it anyway, he further reveals that the rock you so valiantly tried to get someone to help you move is locked in place with a powerful spell, and it'll take more than a mere human to move it. He then bids you adieu, as he has to catch an airship for Aldia.

Though Ele placed the seed of trust in her, will Lieza betray that trust and hold all humans in contempt for what the citizens of Ramul wish to do to her? Perhaps not, for as the occupant of the next cell introduces himself (why it's your old, and we do mean OLD, friend, Gogen the Great!), the small boy Lieza saved at the entrance to Holn Village sneaks into the jail through the manhole leading from the sewers.



Gogen is wishing he'd just kept his mouth shut.

Not knowing the others would react in this manner, the boy apologizes for not being more discreet, then tells you he's also there to help you escape. How's that for restoring faith in humanity? A quick look around the room, and the key to the cell door is found. Moments later you're free. Risking being recaptured, Lieza takes the extra time necessary to free Gogen from his cell as well. Was it faith in humans or the fact that Gogen spoke the same words Kukuru did to her back at the Shrine that led to her taking this chance? There's no time to worry about reasons now; race to where the boy is and speak to him. He tells you his name is Leets and that you should follow him as he shows you the escape route through the sewers.

Which, translated into contemporary speech means: "You're a damned annoyance, kid."

Once you emerge from the sewers in Ramul, Gogan joins forces with you. Hearing that your next destination is Holn, Leets tries to go as well, since it seems his sister is in trouble there. Lieza feels it would be too dangerous for a young boy so she tells him it's best that he remains in Ramul.

WHAT'S THE AIR SPEED VELOCITY OF AN AFRICAN SWALLOW?

When you return to Holn with Gogen in your party, he confirms that the rock has indeed been sealed with a magic spell. A few well-placed Explosion spells later you see that the blockade didn't stand much of a chance against your new friend. The bridge is now open for crossing.

As you reach the center of the bridge, a group of creatures appear and decide they'd rather kill you than let you enter Holn. Apparently they have set up camp in your hometown while you were away and have no intention of letting you back in. An attempt at retreating proves futile, as the two Barbarians who escaped your wrath earlier show up along with a few friends. Gogen, Lieza and Paundit are mandatory party members during this battle, so choose the two next best heavy hitters from your roster and get ready because it's clobberin' time.

Continue your journey across the bridge once you emerge victorious.

ENEMIES:

WYVERN x2

BARBARIAN x2

KNIGHT STALKER x3

JAD x1

OUTLAWCHECK

JAD

1 LOCATION: **Holn—Holn Bridge**

2 WEALTH: **1350 G**

3 MERITS: **2**

4 TIME FRAME: **Ramul Guild—After viewing the wanted posters.**

5 DESCRIPTION:

This wanted creature shows himself during the normal progression of the game. Upon defeating Jad, along with the other creatures who try and stop you from entering the Village of Holn, and once Gogen has dispersed the magic seal on the large rock, you will have met the bounty requirements.

6 AREA MAP:

7 CRIMINALS:

WYVERN x2

BARBARIAN x2

KNIGHT STALKER x3

JAD x1

FORM APPROVED. HG01-02-004-58602

HOEN

STORYCHECK

HOME SWEET HOLN

Lieza remembers her first time... eating ice cream.

EVENT CHECK!

Holn

Lieza's House

As you wander through Holn, you'll find that the southernmost house has a bed comfortable enough to rest in. The house to the north is your main objective, as it's where Lieza lived before her life turned upside-down. Entering the house gives Lieza a feeling of sadness...everything is just as it was the day Gallarno's scientists took her away. Remembrances of her grandfather that hint at the powers she now masters are cut short, however, as a Beast Master—another of Gallarno's twisted creations—enters the house. Assuming that you'd return home, he's brought help in the form of four Venom Clouds to help him bag a helpless girl for Romalia.

NOT IN MY HOUSE!

To end this battle, you need only defeat the Beast Master. Unless you need the experience, concentrate your efforts on him. Once he is bested, you demand that the Beast Master reveal the location of the secret lab he meant to take you to. Instead, with an evil laugh, the villain teleports out of Holn and enters a hidden doorway at the base of the snow-covered mountains nearby.

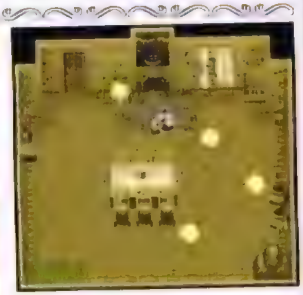
As Lieza and Gogen take a moment to plot their next move, Leets arrives. Though he wishes to go with you and help in any way he can, Lieza scolds him and makes Leets promise that he'll return to Ramul.

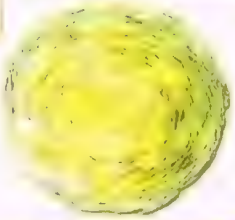
Before leaving Holn to follow the Beast Master into the potentially dangerous Secret Lab, know that a bed and save journal await you in the rear room of Lieza's house if you need them.

ENEMIES:

VENOM CLOUD x4

BEAST MASTER x1





STORYCHECK

THE BEASTS WITHIN

What to do...what to do?

EVENT CHECK!

Holn

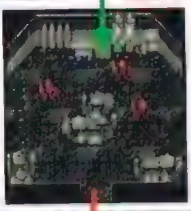
Chimera Research Lab

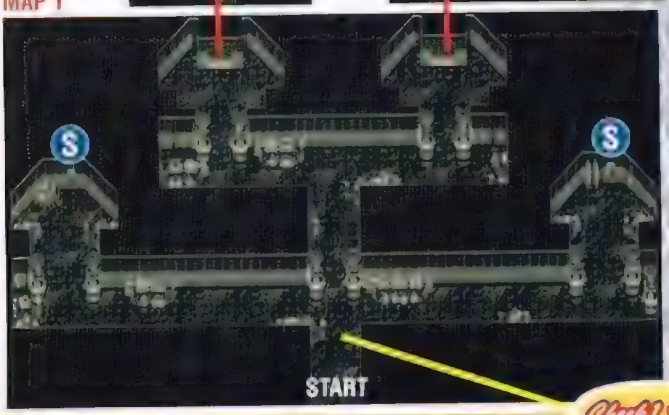
Once you've left Holn, head to the mountains just west of Lieza's house. There you will find a mystery location marked by the name "???". Enter this area to find the door in the snow and ice leading to the secret Chimera Research Lab. It's here that Lieza hopes to find the citizens of her village...alive!

Shortly after you head inside the Chimera Research Lab, Leets appears at its entrance and follows you in, keeping a safe distance between you and him so that he won't be noticed. So much for keeping promises... oh well, boys will be boys.

CHIMERA RESEARCH LAB

ITEM!
Wind Staff





Check3 ⇨ PG. 261

Check1 ⇨ PG. 261

ENEMIES:

MIDDLE BOSS

MAP 8
MAP 11
MAP 9
MAP 10
ITEM!
Smart Capture
MAP 7
MAP 12
D
Check3 ⇨PG. 261
H
MAP 6
S
C
Check4 ⇨PG. 262
MAP 18
MAP 14
E
F
G
Check7 ⇨PG. 263
ITEM!
Raila's Mirror
Check6 ⇨PG. 263
MAP 17
Check5 ⇨PG. 262
MAP 16
S
MAP 13
MAP 15
H
D
G
E
F

Check 1 ⇨ IS ANYONE IN HERE?

As soon as you enter the lab, you'll need to assemble a battle party just in case you meet up with any of the "locals". Begin by triggering the switches at the end of both the east and west corridors off the first intersection of Map 1. This will in turn open the doors at the end of the east and west corridors off the following T-branching intersection. The door at the northwest leads to Map 2, which contains a treasure chest.

The northeast door, however, leads to Map 3 and a stairway in the northeast corner that you'll need to pass through on your way to the next floor of the lab.

These skeletons are really bored. Next, they'll be teaching their dinner to do tricks.

Check 2 ⇨ MORE SWITCHES

In Map 4, you'll find switches that control the locked doors next to them at both the northwest and northeast corner of the first room. First, enter Map 5 via the northwest door and attempt to flip the switch at the northwest. As you approach the switch, a group of undesirables appears and tries to stop you.

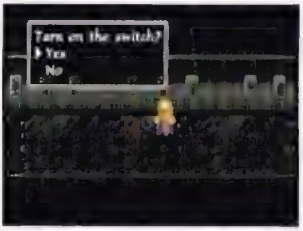
After the fight, turn on the switch (if you didn't already do so during the encounter) then head back to the previous room. Flip the switch at the northeast and enter the door next to it for—yup, you guessed it, another encounter!

When you've dispatched the enemy, proceed through the open door (which you triggered before in the west portion of the room) at the north end of the room. You'll now be in Map 6.

This guy is really just covering for the one he ripped just before you walked into the room.

Check 3 ⇨ THE MADNESS....

Along the corridor's northern wall are three banks of three switches each. These switches control the movement of the sectional bridge needed to get to any of three possible exit doors located in Map 7. You will now need to flip the switches so that the bridge aligns in such a way that you can reach the door of your choosing. The first bank of switches controls the top section of the bridge, the second the center section, while the third bank of three switches moves the lower section. In each bank, the first switch causes the corresponding portion of the bridge to move to the far left, the second switch moves it to the center and the third will cause it to move to the far right. In other words, flip the switch in each bank that matches the position of the door you wish to pass through.



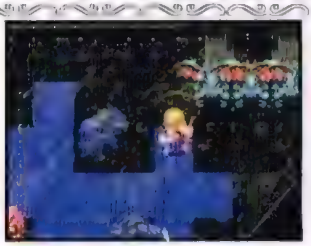
Why isn't there a "maybe" choice?

Of the three doors, the left one leads to Map 9 and sleeping quarters. Here you can use any of the beds to rest in to regain your Hit or Magic Points. The right door gains you entrance to Map 10 with a treasure chest that contains a weapon for Lieza.

Check4 ➡ THE LONGEST CORRIDOR

The final door, the one in the center, points you towards the stairs to the next floor.

Once up the stairs in Map 8, continue around the extremely long corridors in Map 11 and enter the door at the end of it to step into an ambush.



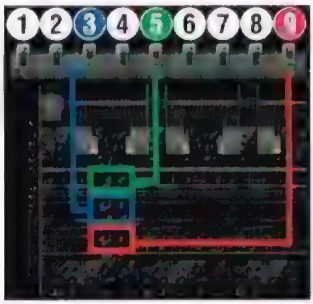
A friendly game of "crack the whip."

Check5 ➡ MORE OF THOSE ANNOYING SWITCHES

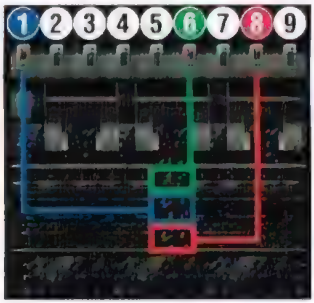
Pass through the room when your attackers are no more, and in Map 13 you'll notice a bank of switches nine long. These switches, like the three banks of three before, control a sectional bridge. As was the case with the last bridge, the one in Map 14 also leads to three possible doors. The similarities end there though, as instead of each section being grouped by a bank of switches that move it east or west, these switches each correspond to the placement of a specific section in a specific place.

Confronting enough switches to make any naughty kid nervous.

The placement of the top section of the bridge is determined by switches five, six and two (shown in green); the center section by switches three, one and seven (shown in blue); and finally the bottom section will be controlled by switches nine, eight and four (shown in red). Due to the bridge being moved about in this fashion, turning on another switch within the same bridge section will result in the first shutting off (you can't have a piece of the bridge in two places at once, now can you?).



To go through the left door (to MAP 15), activate switches 5, 3, and 9.



To be able to go through the center door (to MAP 16), active switches 6, 1, and 8.

Finally, to gain access to the right door (to MAP 17), activate switches 2, 7, and 4.

Check6

GLORY HOLE (NOT)

Triggering switches six, one and eight aligns the bridge so that you can access the door in the center—however, you should skip the room this door leads into, as its floor is booby-trapped. Entering Map 16 will cause you to fall through a trapdoor to the sectional bridge in Map 7. While you won't lose any Hit Points from the fall, you will have to fight your way back to the area where you were previously.

Lieza's just setting herself up for a fall...

Check7

MUTATION NATION

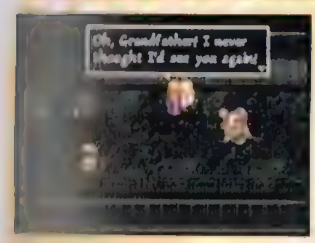
Switches two, seven and four enable you to reach the door at the east. From Map 17, proceed through the hallway to the Laboratory in Map 18 where the latest batch of transformed mutants awaits you. Just as the fight is about to get underway, Leets calls out to you from the balcony at the back of the lab. He's found the others from Holn. Lieza's grandfather then steps forward. Though grateful to once again see his granddaughter, all he can do at this point is watch the battle unfold in front of him and pray that Lieza and her companions emerge victorious—for all their sakes! At the start of this encounter, you'll have the opportunity to select three of the five members of your battle party again (Lieza and Gogen are mandatory members).

Holn Lab Chief

LEVEL	36	ATTACK	22	JUMP LEVEL	0
RANGE	4	MAGIC	9	THROW LEVEL	2
HIT POINTS	95	DEFENSE	56	COUNTERATTACK LEVEL	2
MAGIC POINTS	46	AGILITY	7	CATCH LEVEL	2
ABILITY	Retaliation	ABILITY	Thunder Breath		
ABILITY	—	ABILITY	—		
ABILITY	—	ABILITY	—		
ATTRIBUTE	Fire				
EXP.	7200		1440		
GOLD	180	MDL	3		
EQUIP					—

STORYCHECK

A HAPPY REUNION



Lieza confronts her fear of spontaneous blindness, which starts Leets wondering about how she spends her private time.

With a little help from Gogen, Lieza and her grandfather are soon together again once the battle has played out in your favor. Everyone is in such a good mood that Leets isn't yelled at (too much) for following you into such a dangerous place.

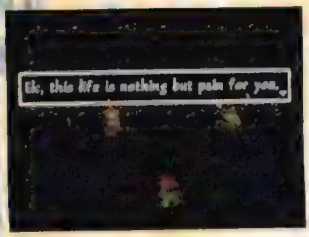
The reunion is short-lived though, as Gogen fills the group in on the fact that this was only one in a series of labs created by the Romalians, and that to stop the experiments for good you'll need to destroy the Main Lab. Lieza's grandfather gives her his blessing on traveling with Gogen and helping the humans, as well as Holn Village's precious **Nol's Crystal**. With the crystal in your possession you'll be able to open the way to Mother Claire, as well as accumulate experience from creatures that you defeat in a similar fashion to how Dickbeck distributes his, but with creatures you have captured via the Ravish spell instead of normal party members.

With a final tear-filled hug, Lieza says goodbye to her grandfather, then tells Gogen that she's up to the task of helping him fulfill his mission. Unbeknownst to Lieza, though days have past since she left, Ele still lies unconscious in his bed at Sabatico Shrine.

STORYCHECK

SHINE A LIGHT

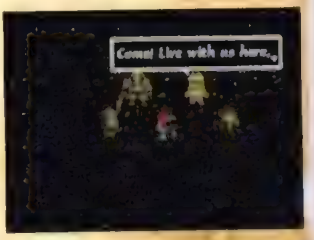
EVENT CHECK!
Elc's Subconscious
Sabatico Shrine



Elc's dead dad shamelessly launches into a new MLM scheme speech for his confused son, oblivious to the fact that Elc doesn't need herbal therapy.

Alone in the darkness Elc wanders. Searching... To the south—nothingness. To the north—a dim light. As Elc travels upwards, a voice calls to him once he reaches the clearing. It's his parents! But—how can this be? Elc saw them killed before his very eyes by the Romalian troops all those years ago. And what of the advice they give to him?! Surely Elc's very own father would not wish for him to give up hope and let go...right?

Another familiar image appears. Ginie—only not Ginie, not in form anyway. She asks, "Why prolong your suffering, when it would be so easy to let go and join them?" As the guilt weighs upon Elc, Mariel materializes and tells him how she wishes for him to come be with her. It's only when Elc refuses her request, and she coldly says that it was him who caused her death, that they turn violent. Elc must now battle the memories of his loved ones—his sanity hanging in the balance.



A bad, bad idea.

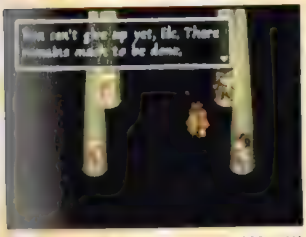
ELC'S NETHER REGIONS

ENEMIES:

ELC'S FATHER	x1	ELC'S MOTHER	x1
GINIE	x1	MARIEL	x1

STORYCHECK

MEMORY MOTEL



If you don't continue, ***Arc III*** will never be!

Though it pains you to do so, you must destroy these familiar apparitions. In the end, it is winning this battle that makes you realize giving up is not the answer to any problem. Self-preservation runs strong within you, and today that becomes all the more evident. If you can prevail over something as difficult as the guilt from causing the death of several loved ones, no matter how inadvertently, then what chance will Gallarno and Andel have against you—when you don't even LIKE them? Add to the fact that in stopping these madmen, you will give others a chance at having a life of their own, and the choice is clear! Learn from your mistakes, but don't let them control your destiny.

Morning breaks. Diekbeck enters the bedroom to check on Ele. It's now seemingly routine...go in, see that Ele is still unconscious, leave. It's no wonder that at first Diekbeck didn't notice you stirring in the bed. Once he does, however, the robot tells you to follow him to Kukuru's chamber so that she can bring you up to speed on what's been happening.

Recapping the obvious.

Kukuru tries hard to get Ele to check out the swinging scene, but has little success.

Enter Kukuru's chamber at the northernmost room of the shrine. There, standing at the altar, is Kukuru. After introducing herself to you, Kukuru explains that Arc was the one who brought you here. Amidst ramblings from Ele as to the fact that since the Silver Noah was the ship used when his village was destroyed—that Arc must somehow be at fault, Kukuru tells you to seek out Palencia Castle to learn the TRUE reason that your village was chosen. Concerned for your safety, Diekbeck offers to come with you on your journey.

When you're ready, speak to Kukuru and tell her ***Yes...*** when she asks if you're ready to leave for Palencia Castle to learn the truth. As she did previously with Shu and Shante, Kukuru teleports Diekbeck and yourself to Palencia.

Diekbeck reads aloud from the AAA travel handbook.

STORYCHECK

JEEPERS CREEPERS

Poco proves his love for all things Ratt by singing a medley of their hits.

EVENT CHECK!

Palencia

Palencia Castle Ruins

Basement Warehouse Ruins

Basement Elevator

Bio Research Lab

Once you materialize in Palencia, Diekbeck suggests heading straight for the castle. Since you have nothing else pertinent to attend to in Palencia (except checking out the wanted posters in the Guild, perhaps), head out of town and enter the Palencia Castle Ruins to the east.

As you approach the ruins of Palencia Castle on an access way that's not exactly brand-spankin' new, Poco comes hurtling out of the castle, barely missing you and crashing into a very large rock—shattering it in the process. Yee-ouch! That's gonna leave a mark! Though it may have knocked an ordinary man out cold, Poco gets right to his feet and comes over to talk to you. Cautioning you to keep quiet, Poco goes on to explain that he's a wanted man and doesn't want to draw any unnecessary attention to himself. After a bit of small talk with Poco, you realize that Kukuru has set you both up. Since Poco needs to find something within the castle, but is afraid to go inside by himself, you may as well make the best of a bad situation and work together.

With that settled, Poco shows you the stairs that lead into the remnants of the castle's basement. Down you go... Once downstairs, it doesn't take long to see that the castle isn't exactly "abandoned".

ENEMIES:

FUNERAL PYRE

DARK WRAITH

VAMPIRE BAT

STONE FLY

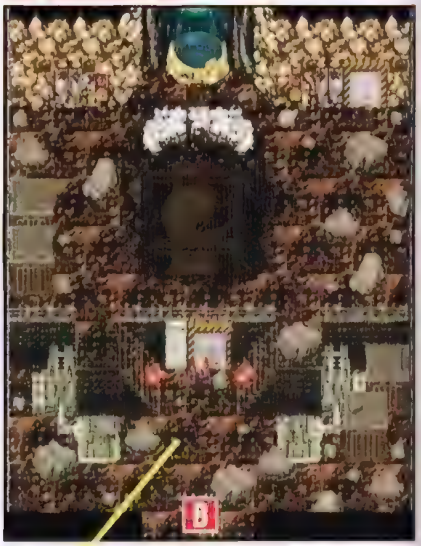
HELL HOUND

Check1 ⇨ PG. 267

BASEMENT ELEVATOR

BASEMENT WAREHOUSE RUINS

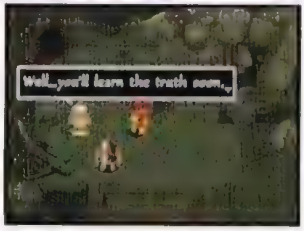
BIO RESEARCH LAB



Check2 ⇨ PG. 267

Check1 IT'S THE FIRE GUARDIAN

When the topic of "who's to blame for the damage to the castle" comes up, Poco's reply is that you'll see for yourself once their destination is reached. With that, head through the broken doorway at the northwest.



Poco isn't very good at being mysterious.

In this next room, you'll find the Basement Elevator. As soon as you step onto the elevator platform, the floor behind you collapses. There's no turning back now, even if you wanted to. Further inspection reveals that the elevator itself has been destroyed along with the bulk of the castle, so instead of an easy ride to the lower depths of the castle, it's time for a rough climb down some dangerous debris. Before you start downward, Poco tells you that what he's looking for is at the bottom of the shaft—in the secret Bio Research Lab where the Fire Guardian was held captive.

Check2 DIROS—THE WANTED

As if hopping down unstable wreckage weren't enough, at the end of your jaunt down the debris-ridden elevator shaft, more monsters appear.

Cliché Monster Dialogue Handbook, Page 241, subsection 4.

Once these flying pests have been defeated, head north to the Bio Research Lab where you'll be challenged by Diros, the wanted monster who's poster you saw back in the Palencia Guild, and his two pets.

OUTLAWCHECK DIROS

1 LOCATION: **Bio Research Lab**

2 WEALTH: **1890 G**

3 MERITS: **3**

4 TIME FRAME: **Palencia Guild—After reading the wanted poster.**

5 DESCRIPTION:

The encounter where you face this wanted creature will occur during normal game progression. Once you've reached the Bio Research Lab at the bottom of the broken elevator shaft in the Palencia Castle Ruins, Diros will show himself. Besting Diros and his two pet Hell Hounds in this battle will fulfill the requirements necessary for collecting the bounty on this criminal.

FORM APPROVED: HG01-02-004-58602

7 CRIMINALS:

DIROS x1

HELL HOUND x2

STORYCHECK

ANOTHER NOTCH ON YOUR BELT...

Raise your s'mores to me!

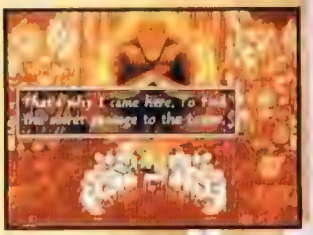
EVENT CHECK!

Bio Research Lab

Sabatico Shrine

After putting another notch in your bounty-collecting belt, and while Poco is searching the lab, go ahead and have a look around for yourself. As soon as you step in front of the containment unit which at one time held the Fire Guardian, the Guardian appears and senses his power within you (remember, Elc IS the Flame Master). The Fire Guardian then tells you what truly happened that fateful day when your village met its end. He also speaks of Andel, and of a being with power far greater. When the Fire Guardian mentions that joining forces with Arc is crucial if you hope to defeat this new enemy, Elc outright asks him if Arc was involved with his village's destruction. The answer shocks you! How could you have been so wrong... all this time? The Guardian goes on to say that the people of Touvil who were kidnapped by Andel (back at the end of ***Arc the Lad***) will soon be executed at Palencia Tower. Poco hears this and runs over.

Poco's true intent was to come to the ruins of the castle in the hope that he might learn the whereabouts of the secret passage into Palencia Tower. The Fire Guardian obliges by showing them the way.



Poco's a man with a mission.

With time quickly running out, Poco comes up with a plan. He'll go on ahead if you'll return to the Shrine and tell Kukuru about the villagers. You're then given **Leaf's Bead**, an item which, when used, allows its host to return to Touvil. With that problem solved, Poco and Diekbeck head to Palencia Tower, while you use the newly acquired Leaf's Bead to return to Kukuru on your own and tell her what you've just found out about the people of Touvil.

At this point, enter your Items Menu and choose to ***Use*** the Leaf's Bead by pressing the ⊗ button while you have it highlighted. With a flash of bright light, you are instantly teleported back to Sabatico Shrine.

STORYCHECK

TIME TO UPDATE KUKURU

Kukuru uses the lame excuse that she can't leave, and sends Elc out to pick up a few...personal items for her.

EVENT CHECK!

Sabatico Shrine

Upon your return to the Shrine, Kukuru informs you of Andel's attempts to break the seal on it. If she leaves at this point, he'll be successful. Due to this unfortunate circumstance, you'll have to save the condemned yourself. Now that you've not only set aside your misgivings about the past, but have also gained tremendous self-confidence, Kukuru is convinced you can do it.

When you're ready to leave for the Tower, talk to Kukuru and she'll help you on your way (choose ***Sure***). Since Leaf's Bead is only good for one use, and you used the one Poco gave you to return to the Shrine, Kukuru gives you another in case you need to get back to her for any reason. A word of caution is given with it... Should you attempt to use it within the confines of Palencia Tower, it will fail. For there, Andel's magic is too powerful for it to break through the barrier around the Tower.

Satisfied that you have been warned, Kukuru uses her skills to teleport you on your way.

STORYCHECK

WAITING ON A FRIEND

Poco knows this is where all hell usually breaks loose in the movies.

Poco's a lot of things, but he's definitely not a fox. Too fat. Maybe Andel's had one too many today.

A rare occurrence, indeed.

EVENT CHECK!

Palencia Tower

Palencia

Palencia Tower

Cut to Poco and Diekbeck inside enemy lines... While making their way through Palencia Tower, Poco senses something's wrong after he notices most of the rooms that he and Diekbeck have passed through were suspiciously devoid of guards.

As Poco is about to seek out an alternate route after coming to a locked door with no nearby switch, it suddenly opens from the other side—a guard stepping through it. Seeing that this area requires a level "J" security clearance, which the guard immediately realizes Poco doesn't have, he attempts to detain him. While Poco is being placed under arrest, who should enter the room but none other than Minister Andel! It's out of the frying pan and into the fire for the daring do-gooders! Once they've been reacquainted, Andel spills the beans that they are to be used as bait to lure Kukuru out of the Shrine. Unfortunately, as Poco and Diek are led away, they make the mistake of bragging that they'll be rescued. Andel counters this claim by ordering triple security be placed on their cell in the Tower Basement before he leaves. Normally it would be almost impossible, but now, thanks to Poco's big mouth, it will be even harder for any would-be rescuers to bust them out of Palencia Tower.

Cut back to Elc, who has just arrived for the second time in Palencia. Though he has an important job to do, before doing anything else, you may want to first check out the small outdoor shop to the north as now is one of the few times it's open (once you leave Palencia it closes again).

A trip to the normal shop for Recover Fruits would be a wise decision also, as you may end up needing them in the not-too-distant future. When you've finished shopping, leave Palencia and head south to the coast, where you'll find Palencia Tower.

OUTLAWCHECK

SHAKO

1 LOCATION: **Palencia–Basement Warehouse Ruins** **2** WEALTH: **1800 G** **3** MERITS: **2**

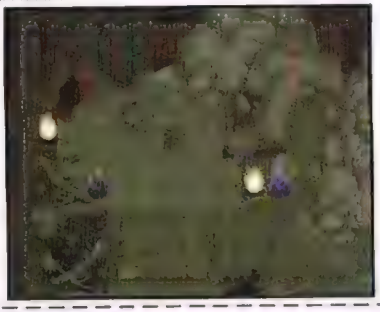
4 TIME FRAME: **Palencia Guild—Before going to rescue Poco and Diekbeck.**

5 DESCRIPTION:

Instead of heading directly into Palencia Tower, make Poco and Diekbeck wait a bit longer and enter what was once Palencia Castle to hunt for the wanted ghost Shako. This evil spirit materializes as soon as you wander into your first encounter in the Basement Warehouse Ruins of the castle. Since you're alone at this point in the game, equipping a Spear with the ability to Paralyze your foes may work to your advantage, as the less attacks you receive per battle turn, the better. Take out Shako first, as he has the ability to cast Paralyze Wind, a spell that can stop you dead in your tracks. With the defeat of Shako and his undead brethren, you'll have more than met the requirements necessary for collecting your latest bounty. If you feel outmatched here, merely defeat Shako, then leave the Basement.

FORM APPROVED: HG01-02-004-58602

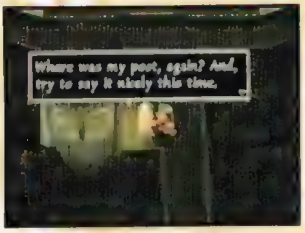
6 AREA MAP:



7 CRIMINALS:

STORYCHECK

AREN'T YOU A LITTLE SHORT FOR A STORMTROOPER?

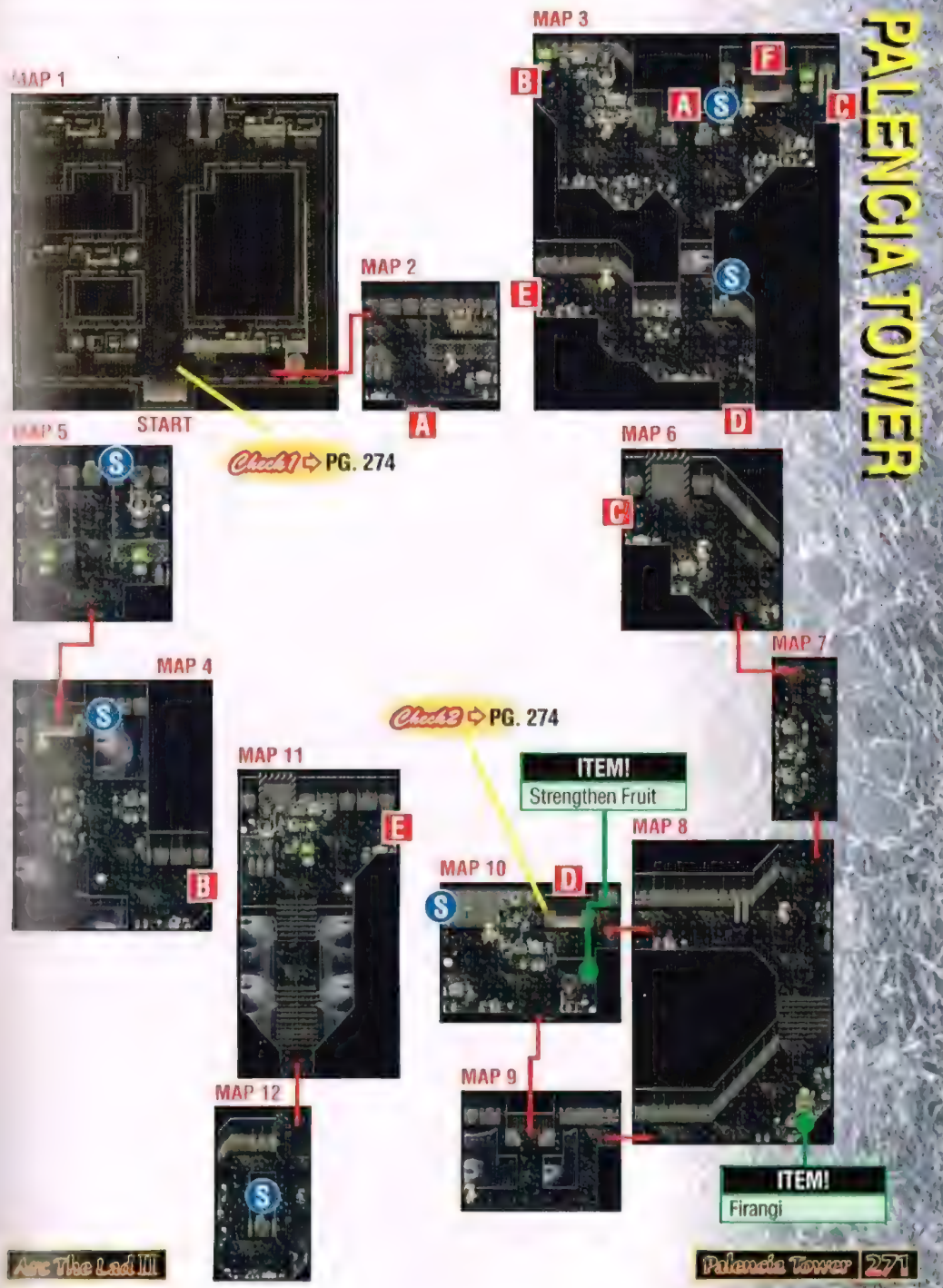


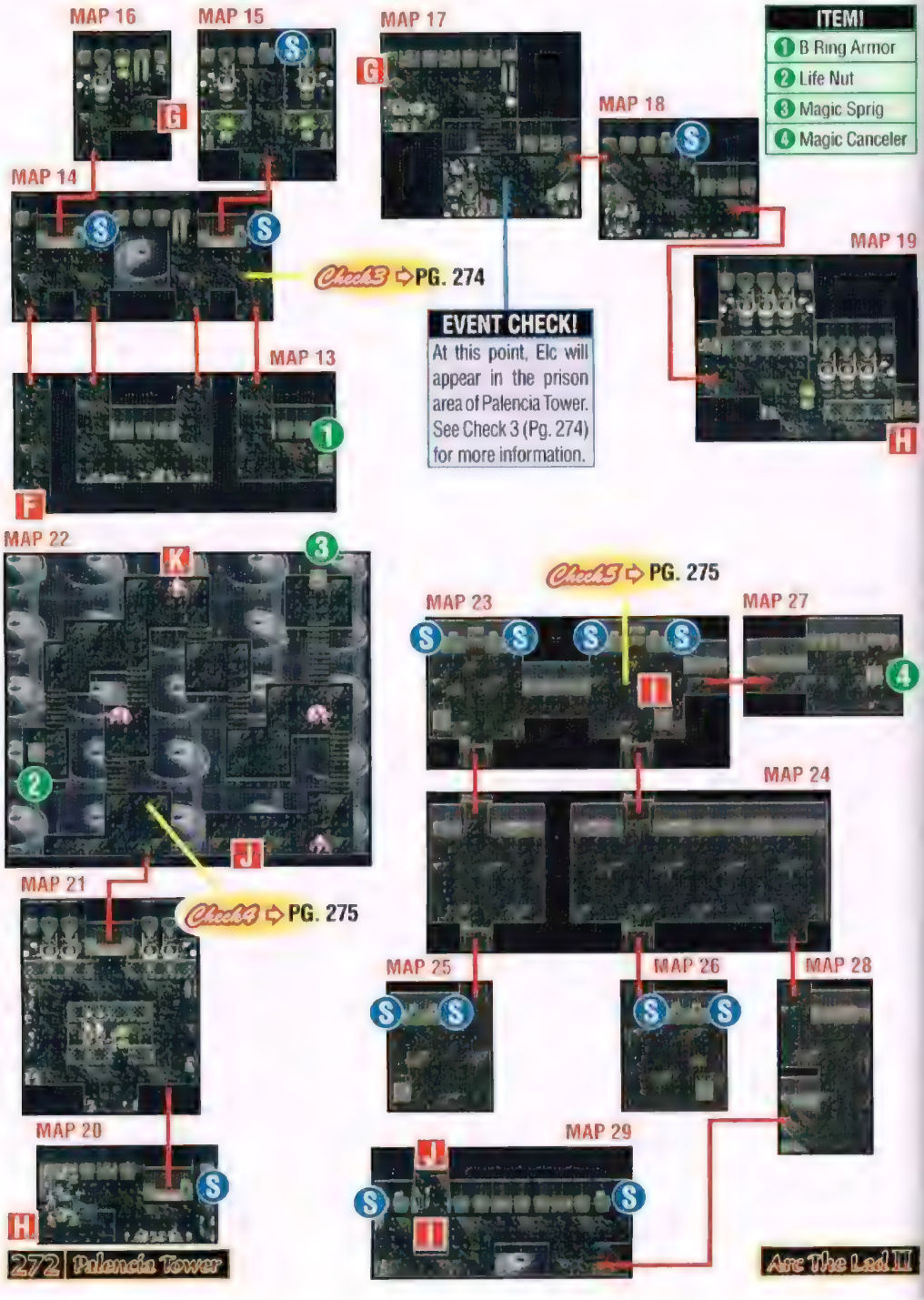
Ele is all business on this mission, and this guard was just taught that unfortunate truth.

EVENT CHECK!
Palencia Tower

What he lacks in stealth, Ele makes up for in hand-to-hand combat skills as he lays the guard at the front gate of Palencia Tower flat after being seen on his way in. Quick thinking and sheer luck that the unconscious guard just happens to wear the same size clothes when you switch outfits with him saves you from discovery when another guard appears. This new guard informs you that you're late for your shift. What's your shift entail, you ask? Why, keeping watch over Poco (and Diekbeck), that's what! How's that for convenient?! A fast punch to the gut when the new guard makes a stink about your wanting to "clean up" the mess in the security booth eliminates all possible witnesses. Now that you have free roam of the tower, head inside to try to find the Prison section so that you can begin your shift (read: rescue Poco and Diekbeck).

PALENCIA TOWER




MAP 16
MAP 15
MAP 17
MAP 18
MAP 14
MAP 19
MAP 13
MAP 22
MAP 23
MAP 27
MAP 24
MAP 21
MAP 25
MAP 26
MAP 28
MAP 20
MAP 29
ITEM!
1 B Ring Armor
2 Life Nut
3 Magic Sprig
4 Magic Canceler
Check3 ⇨PG. 274
EVENT CHECK!
At this point, Elc will appear in the prison area of Palencia Tower. See Check 3 (Pg. 274) for more information.
Check3 ⇨PG. 275
Check4 ⇨PG. 275

ENEMIES:

MEDUSA LIZARD	MAD MONK	THUNDER BIRD	NINJA LORD
MANTICORE	**GIANT BAT**	**POISON BAT**	**NIGHTMARE**

Check3 ⇨PG. 277

Check7 ⇨PG. 276

Check6 ⇨PG. 276

Check1 ⇨ HOW ABOUT WE GO RIGHT?

Once in the tower itself, take the stairs at the end of the east corridor to the floor below. Pass through Map 2 and make your way to the northwest corner of Map 3, and pass through to Map 4. Use the switch at the north end of Map 4, next to the locked door. Proceed through the now-open door into Map 5, where you'll find another switch. After flipping this second switch, return to Map 3, this time heading southeast through Maps 6, 7, and 8 as far as you can before turning west. Pass through the open door in Map 9, which was opened by way of the last switch you triggered, and flip the switch on the north wall of Map 10 (next to the claustrophobic guard). You'll notice the door to the right, on the other side of the heavy equipment, open once you do. Head back the way you came, but take the north corridor leading west in Map 8 to reach the door you just opened.

"I guess my job is to dispense obvious advice to players..."

Check2 ⇨ BACK TO ZERO

Through this door is yet another switch—this one controlling the position of the stairs next to it. Trigger it to lower them, creating a shortcut back to the area you first entered, Map 3. Pass by the stairway, continuing to the west where you'll find stairs that lead south to Map 12 with another switch. Flip this switch to open the door to the northeast of the very first door you came out of in Map 3 (which was the door above the shortcut stairway, in case you've lost track while navigating this maze of hallways and switches), then seek it out and pass through it.

Elc's disguise must be *so* totally convincing....

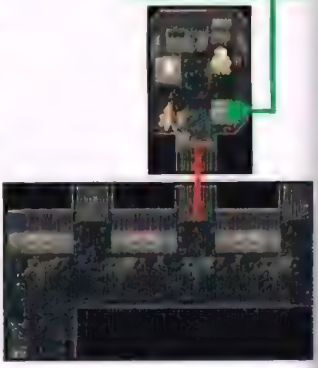
Check3 ⇨ EL POCO LOCO

Follow the next winding corridor in Map 13 until you reach the second locked door with a switch next to it (skip the first door for now, you'll come back to it soon). Trip this switch as well as the one in Map 15, then return to the first locked door (told you you'd be back soon) and unlock it. Proceed through the door and follow the stairs (some of which were lowered by a switch you recently tripped) through Map 17 to reach the Prison section.

A quick shout gets the attention of Poco, who then directs you to his cell. One mighty whack on the cell door later and Poco and Diekbeck receive a "Get Out Of Jail Free" card courtesy of Elc.

Now all that's left to do before you skedaddle is to free the villagers of Touvil, who Poco mentions have been taken somewhere downstairs. At this point both Poco and Diekbeck rejoin your battle party.

ITEM!
Nothing, nada, zip!



Check4 ⇨ THE HEROIC TRIO

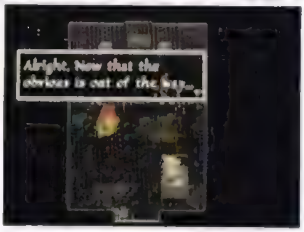
As you leave the cell, your cover is blown when you're seen with the prisoners. Though you'd rather leave no trace of having been in Palencia Tower, it's "exit stage right" when Poco reminds you that you don't have time to fight if you hope to rescue the villagers.

Besides, Poco is getting creeped out by his evil doppelganger.

Once you've put some distance between yourself and the guards, ignore the switch at the base of the stairs in Map 18 (it's already triggered), then continue through the corridor the only way you can. Unlock the door at the east in Map 20 by flipping the switch next to it, then proceed through the area where Poco and Diekbeck were originally captured (the door at the top of which is controlled by the switch you ignored after the jailbreak) until you reach Map 23. As you wind your way through this room, composed of a series of platforms connected by short stairs, lightning flashes as several Medusa Lizards are summoned to stop you. During this battle, attacking with only magic abilities would be best, as using weapons and getting countered may cost you more in Hit Points than you might be willing to spill. Poco's Healing Harp, Cheer Trumpet, and Wild Lion Drum, along with Ele's Explosion and Fire Storm, will help you get the job done right.

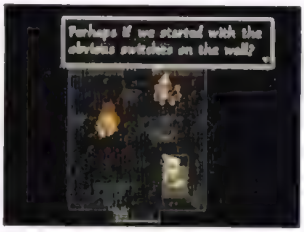
Check5 ⇨ HERE A SWITCH, THERE A SWITCH

With the battle behind you, leave the room by the exit to the southeast. At the end of the corridor in Map 29, fall through the trap door in the floor to drop to a cell below.



Getting the obvious out of the way first is so first-year adventurer.

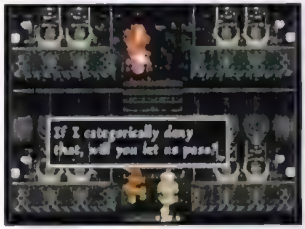
On the wall of the cell are two switches. While you may think that since the left switch opens the door to this cell it should be the one you trigger—don't. It also raises a wall in the large room to the south, dividing it into two, and that would be bad. Instead, begin getting yourself out of this new mess by flipping the switch to the right. Doing this will open a hidden passage to another cell to the west, where you'll find two more switches. After triggering both of these (the left switch opens the door to this second cell), proceed to the larger room to the south where you'll find an open door (courtesy of the right switch in the cell you just exited). In Map 25 is yet another cell with two switches on its wall. Ignore the right switch, since it closes the door to the second cell, and trip the one to the left. This will open the door to the southeast in the larger room. Head through this newly opened door to Map 26. After flipping the left switch, a hidden section in Map 24 will open to the east. Though the way out of this trap can be found there, before leaving, trigger the right switch as well, then return to the cell you originally fell into via the trap door. Here you'll find that the last switch opened a hidden passage to Map 27, containing a treasure chest. After you've snagged the treasure, leave the area through the door at the southeast in Map 24 and the stairs beyond to reach Map 29.



Diekbeck makes an obvious observation, too.

Check6 ➪ IT'S A TRAP!

Once out of the cells and back upstairs in the corridor, trigger both of the switches you'll find here. The one next to the stairs lowers a large stairway at the northern end of the Map 22 where you fought the Medusa Lizards, while the one to the west (be careful not to step on the trap door again before reaching the switch or it's back to the cells you go) disengages the trap door so that you can walk over it safely. Next, return to the platform room and take the new stairway you lowered to—another trap! This one's an ambush!



Elc tries out some of the negotiating skills that will serve him well in the Imperial Senate when he's old.

Check7 ➪ THE LOST INHABITANTS OF TOUVIL

A passage leading to two staircases opens after you've defeated the bounty hunter wannabes. If you take the east stairway in Map 31, you'll come to a cell full of the remains of long forgotten experiments. After seeing this atrocity first-hand, if it wasn't crystal-clear to Elc before that Andel needs to be stopped, it certainly is now. The stairs to the west, however, lead to your objective, the cell where the Touvil citizens are being held. With the villagers found, now comes the matter of actually getting them *out* of the tower. For this, Poco suggests using the secret passage he and Diekbeck used to get in. After a small pat on the back for Poco, he asks if you'd like to rest before heading for the secret passage...

After a little positive reinforcement game of "I'm OK, you're OK", Elc leads the villagers out of the cell.

After rounding up the villagers, it's time to leave the cell far behind you.

Cut to Andel's Chamber. When a guard informs Andel of Poco's escape, it doesn't take much for him to realize Elc is involved. The order to kill on sight is then handed down. Soon after the guard leaves, a mysterious voice calls out, expressing disappointment in Gallarno. Could this be the powerful being that the Fire Guardian spoke of in the ruins of Palencia Castle, or just the dude from the movie preview voiceovers? Time will tell...

Andel works on his nefarious plan to capture Elc and perfect a process he's dubbed "char-broiling".

Cut back to our heroic trio. With the villagers assembled in an old storage room, Poco reveals the entrance to the secret passage. As the last villager passes through, several guards burst in. After ordering Poco and Diekbeck to escort the villagers to safety, Elc stays behind in order to slow the guards down. This may have been a bad decision, for as soon as the door shuts behind Poco and the others, Andel teleports into the room. With a flick of his wand, the guards are transformed into more of his evil creations. A heavy burden is then set upon the young Flame Master. Lose to Andel's minions here and your friends at the Chimera Labs will suffer the same consequence. With that, he teleports out just as suddenly as he had entered. Fight to the best of your ability, for if you fail here you won't be able to help the others at the lab. Hopefully, you took our advice and picked up a few extra Recover Fruits before leaving Palencia, because Elc himself has no healing spell.

Check8 ⇨ SUR-PRISE, SUR-PRISE, SUR-PRISE!

Once you've proven yourself the better fighter, the action shifts to Map 35 where Poco and the others are almost out of harm's way. Almost, but not quite, actually. At the end of the passage lies a pack of sleeping monsters that won't allow anyone or anything to pass by if they awaken. It's decided that on the off chance that Elc was overtaken, they should attempt sneaking by the sleeping critters instead of waiting for the guards to come and recapture them (any guesses as to what's going to happen? Anyone? C'mon—you should see this coming from a mile away... Anyone? Class? Bueller?). One by one the villagers sneak past this latest stumbling block, until Lishena's turn comes up (guess yet?) WHA-THUMP!!! She trips, the noise waking the creatures from their nap. Time to haul ass out of here.

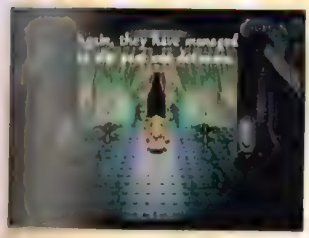
Hard to deny that logic.

As each of the remaining five villagers attempt to run to safety, it's up to you to kill the monsters before any of the girls are mortally wounded.

With the death of the last foe, Elc makes an appearance in the passage, albeit fashionably late. As Elc calls to Poco and Diekbeck, another battalion of enemies shows itself. At the start of this battle, since Poco is too far away to cast his Healing Harp, you might want to retreat with Elc and use a healing item on him if his Hit Points are low from his last encounter.

No, this isn't a scene from the PlayStation® 2 launch day.

STORYCHECK RETURNING TO TOUVIL


I bet that suggestion to put a condom on the tower doesn't seem so nutty now!

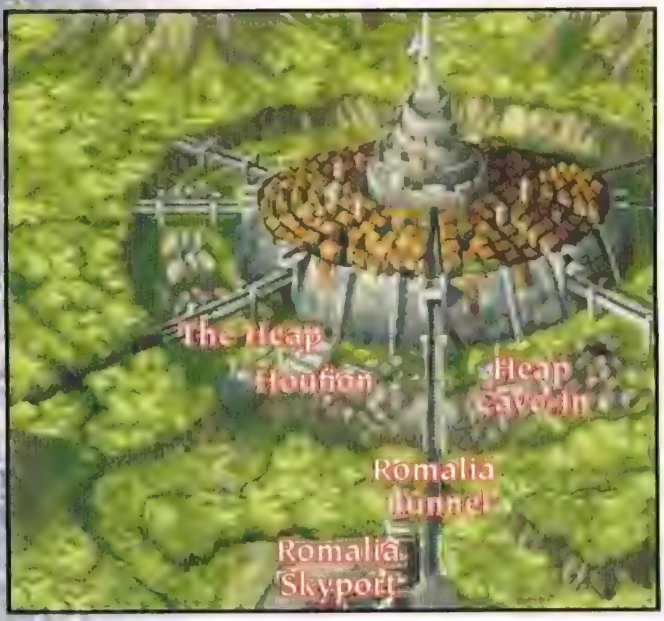
Once you've made it back to the Bio Research Lab, and are outside the reach of Andel's magic, Elc uses Leaf's Bead to return everyone to Touvil—and safety.

Cut to Andel's Chamber. Andel tells the mysterious voice of a backup plan he is about to put into action.

Meanwhile, back in Touvil... Our heroes return to the Sabatico Shrine to fill Kukuru in on what's happened. Elc tells her that he must get to the Main Chimera Lab immediately—Lieza's life may depend upon it! Having overheard your wish to leave, Chongara enters the room and offers you the use of the Silver Noah. With your travel arrangements now figured out, leave the Shrine and head to Touvil Quarry to board the Silver Noah.

Was Chongara eavesdropping again?

ROMALIA



HOUFION SHOP	
Revival Dust	1000 G
Cure-All	1000 G
Recover Fruit	400 G
Blood Herb	82 G
Rapier	1000 G
Light Ax	3000 G
Flail	1000 G
Iron Dagger	3000 G
Flame Trident	3000 G
Power Club	4000 G
Rod	1000 G
Claw	800 G
Leather Shoes	1500 G
Splash Cymbals	8000 G
Shot Whip	400 G
Sub Machine Gun	2000 G
Beat Attacker	1000 G
Fang	1000 G
Mask	20 G
Light Sickle	2000 G
Luck Beads	2000 G
Cloth Wrap	800 G
Shoulder Guard	2000 G

HOUFION

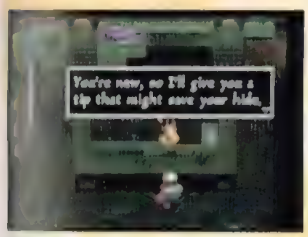
HUNTERS' GUILD

Currently the Houfion Guild has no paying jobs, but after viewing the posters of the wanted creatures on the wall of the front room, you'll be able to earn some money by bounty hunting should the opportunity or need arise.

STORYCHECK

IF THE SHU FITS

Shu takes in the sights and...smells of his new temporary home away from jail.



"Don't drink the water here." Sage advice, indeed.

After fleeing the Romalian Battleship in the Hien after Shante fell overboard, Shu makes his way to Houfion, a city on the Romalian border, to lay low until the heat dies down.

EVENT CHECK!
Romalia
Houfion

Though it's run-down, and most of its inhabitants are below the poverty level, Houfion has all the normal establishments you'd find in a more prosperous area.

Due to a large wall dividing Houfion and Romalia, partly to keep the citizens of Houfion from fleeing to Romalia, it will prove difficult to get inside and continue with your mission to find Gallarno. After asking around, you find that a rebel group called the Resistance has a presence in town. Perhaps through them you can discover a way into Romalia. Unfortunately, because of the threat they pose to Romalia, the Romalian Patrol Corps make periodic sweeps of Houfion in an attempt to capture the rebel soldiers.

Begin by talking to the bartender in the Houfion Bar to try to learn more about Romalia. The only information he shares with you is that Moris would be the man to see about this topic, and that he can be found at the Inn. Aside from this tidbit, the bartender is too afraid of spies listening for any conversation about Romalia to tell you any more. Though Shu doesn't yet know it, Tosh is sitting at a table in the corner drinking alone.

As you leave the bar, you witness one of the Romalian raids first-hand. Three Romalian Patrol Corps officers are interrogating a young boy mercilessly. Shu, in an attempt to stop them, causes the officers to "turn" on him.

HOUFION

ENEMIES:

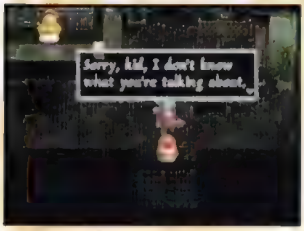
NINJA MASTER x1

WEREWOLF x2

THE SHOT

STORYCHECK

AN AFTERNOON WITH MORIS



Danny tries to pin the bad Adam Ant pun on Shu, but he's not taking the blame.

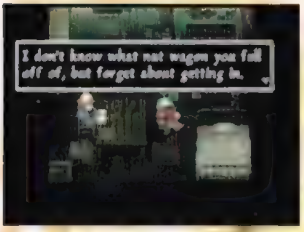
EVENT CHECK!

Houfion

Zalbad's Chamber

Houfion

After your little scrap, head over to the Inn and talk to the Innkeeper to find out Moris is staying in the room to the far right. As you're on your way to his room, Danny, the boy you saved from the Romalian Patrol Corps, enters the Inn to thank you. Danny blurts out that you must be a part of the Resistance—an accusation which you're adamant (that's right, in a scene left on the cutting room floor, Shu had dressed up as the 80s' glam singer) in denying. After giving Danny some good advice, knock on Moris' door. When he lets you in, you tell him that you need information...specifically, how to get inside Romalia. Moris tells you the only thing going in or out of Romalia nowadays would be the supply train for the Romalian Forces, and that airships like the Hien are no good as they'd be shot down before getting anywhere near the wall. Other than that, Moris doesn't offer much help. When you mention that you're going after Gallarno, Moris changes his tune. Instead of pleading the fifth, he tells you of a man with "wild red hair" at the bar who may be able to help you... Tosh!!! At this point, rest up, save your game, and leave the Inn.



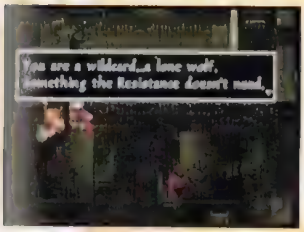
Shu naively asks Moris for tickets to Sony's E3 party...and Moris lets him know he's not THAT well-connected.

Cut to Zalbad's Chamber. It seems Shu is under surveillance by the Patrol Corps. To make matters worse, due to your altercation in Houfion, they feel you must have ties to the Resistance—and if they follow you long enough, eventually you'll lead them right to their core.

As we return to Shu, Danny can be seen following you around as you continue to explore Houfion. Could he be the spy the people of Houfion are so afraid of? Or is he merely just a boy who desires the excitement of joining the Resistance—who's following someone he thinks is a member...?

STORYCHECK

LET'S TAKE THIS OUTSIDE



Tosh has heard this a million times before, but it was always in reference to him. Now he can finally say it to someone else!

EVENT CHECK!

Houfion Bar

The Heap

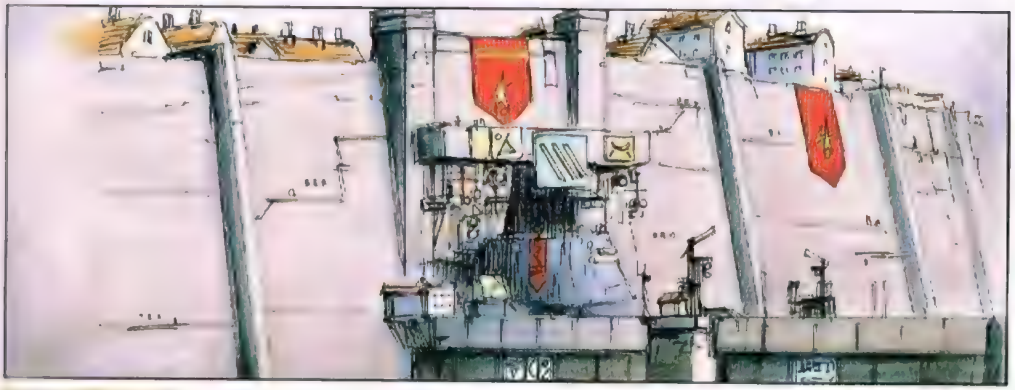
Enter the Houfion Bar and speak to Tosh, who is seated at the table to the left. Despite your pleas for help, Tosh remains resolute in his refusal, citing your impatience and stubbornness as something the Resistance doesn't need. It looks as though you'll have to find someone else to help you get into Romalia—until you call Tosh by his name, that is. Your knowing that bit of information is enough to spark an interest. Add that to the fact that you're after Gallamo, and Tosh relents. The two of you then exit the Bar to discuss things further.

Since the matter at hand demands privacy, you leave Houfion for The Heap. It's here that Tosh tests your will and loyalties.

PISH-POSH-TOSH-FIGHT

ENEMIES:

TOSH x1



STORYCHECK

RESISTANCE CALLING YOU!

Tosh whispers sweet nothings to Shu as the stench of The Heap wafts by...

EVENT CHECK!

Houfion Bar

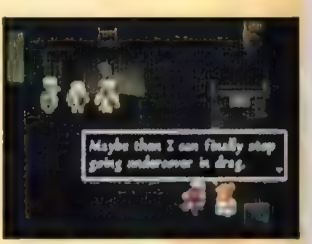
Resistance Base

Operations Room

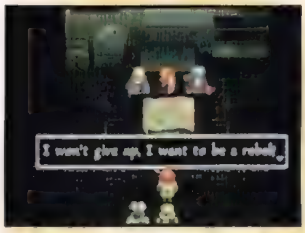
Once you've proven yourself to Tosh, he agrees to hear you out. You tell him of the horrors Gallarno has inflicted on humanity—after which Tosh is ready to introduce you to the Resistance. As you're about to leave The Heap, Danny, the game's token red-headed stepchild, is discovered hiding nearby. Filled to the brim with excitement, Danny begs you to take him along so he can join up as well. Seeing no other way to get the point across, Shu bitch-slaps the boy, knocking him to the ground, while yelling at him that this is not a game and that he should go home. Tosh then leads you back to the Houfion Bar to meet his friends—Danny, not knowing when to quit, follows some distance behind.

In the Bar, follow Tosh through the door at the rear right, where you will be shown the secret entrance to the Resistance Base (as well as lose Danny).

With the members of the Resistance assembled, Tosh tells them of Gallarno's escape from the White House Lab and that his current whereabouts are thought to be somewhere inside Romalia. At this point Moris enters the room and tells the group that he's discovered Gallarno's exact location—the Chimera Main Lab deep inside Romalia! Destroy the Chimera Main Lab—and kill Gallarno in the process!? Tosh thinks it's almost too good to be true. A hearty cheer from the others show that they agree with him.



It's hard to take a Resistance fighter in panty hose seriously.



Yes, Danny is annoying, but humor him. He'll come in handy later...

Follow Moris and Tosh into the Operations Room when they leave the main assembly room to go over possible plans as to what must be done. After a lengthy discussion it's decided—you'll hijack the supply train and ride it right into Romalia! Soon after the decision, a guard enters the Operations Room and informs the three of you that a child was caught snooping around the hidden door in the back room of the Bar. Danny is then ushered into the room. As you and Tosh are about to leave on your recon mission to learn more about the train, Danny convinces Tosh to let him stay.

Before leaving, you're given the opportunity to return to town and prepare for the coming mission. When you're ready, return to the Resistance Base (if you left) and speak to Tosh who's waiting in the assembly room. Tell him *Sure* when he asks *Are you ready to go?* in order for him to join forces with you so that the two of you can scope out any information you can about the train. As you leave, Danny, ever the nuisance, tags along.

JOBCHECK Stop the Terrible Gas Leak!

1 LOCATION: **Heap Cave-In** **2** WEALTH: **3000 G** **3** MERITS: **7**

4 TIME FRAME: **Houfion Guild—After rescuing Danny from the Romalian Patrol.**

5 DESCRIPTION:

A gas leak has been discovered near the Romalian wall, in The Heap. Client wants a Hunter to go in to find and stop the source of the leak. The client is waiting in the East Heap area.

This job becomes available after you have rescued Danny from the Romalian Patrol Corps outside the Houfion Bar. When you're ready to begin it, leave Houfion and pass under the central train trestle on the World Map (located just to the east of Houfion) so that you may enter the Heap Cave-In. Once inside the Cave-In area, a worker from Houfion approaches you and explains the current situation. It's then up to you to stop the gas that's been coming from a nearby large hole. When you're ready, enter the hole by walking up to it and choosing *Yes* when asked if you'd like to *Enter Heap Cave-In?* Though hazy with gas, do your best to make your way through the passageways towards the end of the northwest passage. At the far end, on the northern wall, you'll find a switch. Turn this switch on to stop the gas from being expelled through the vent at the passage entrance, then head back up to ground level. Talk to the worker, telling him of a hidden doorway you saw in the process of shutting off the gas in order to complete the requirements for a job well done.

6 AREA MAP:

7 CRIMINALS:

KING DRAGON

SKELETON KNIGHT

ITEM!
1 Power Unit 05
2 Smash Pads
3 Palo's Nut
4 WindMask

FORM APPROVED: HG01-02-004-58602

JOBCHECK Guard the Recyclers

1 LOCATION: **Houfion Recyclers–The Heap** **2** WEALTH: **2000 G** **3** MERITS: **5**

4 TIME FRAME: **Houfion Guild—After rescuing Danny from the Romalian Patrol.**

5 DESCRIPTION:

Client wishes an escort for Recyclers Association members when they pick up scrap iron due to the danger of monster attack.

As with the previous job, "Stop the Terrible Gas Leak!", this job opens after you have stopped the Romalian Patrol Corps from bullying Danny. Begin by entering the Recyclers Shop and talking to the manager. He will call his employee Bobby over and explain that you're to escort him to The Heap and protect him while he's there. Once that's out of the way, the two of you leave for The Heap. All that's left now is that you stay alive while fighting the monsters that appear as Bobby rummages through the trash for a light and other salvageable items. As you defeat each enemy, another of the same type appears to take its place. After returning with Bobby to the Houfion Recyclers Shop with a light you will have successfully completed this job.

FORM APPROVED HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

THE HEAP

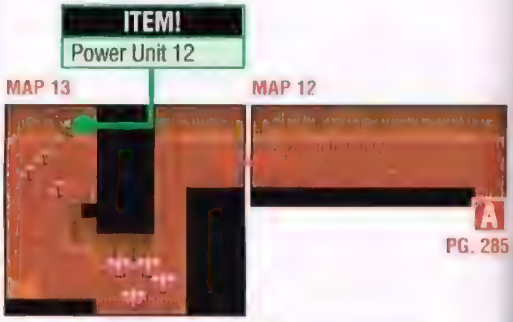
ENEMIES:

ZOMBIE MASTER x1

RABID BAT x2

POWER UNIT 12

Make sure that you return to the Heap Cave-in after completing the "Catch the Scrap Thief" job, (Page 305) to claim **Power Unit 12** for Dickbeck.



ENEMIES:

KING DRAGON

SKELETON KNIGHT

JOBCHECK

Monsters' Food!?

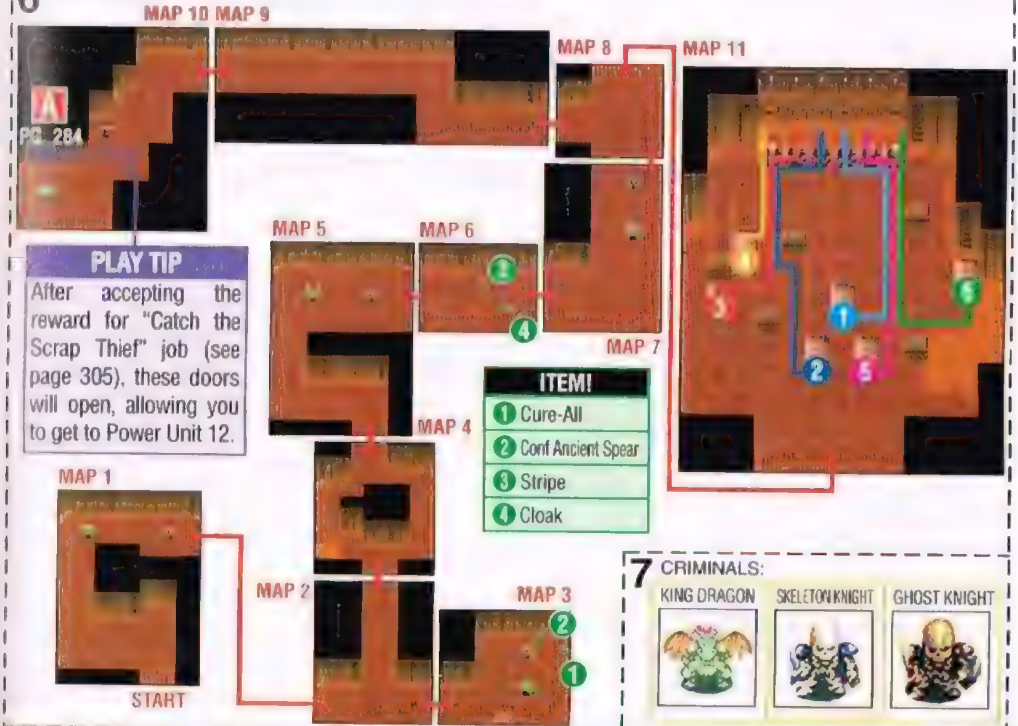
1 LOCATION: **Heap Cave-In** **2** WEALTH: **3000 G** **3** MERITS: **7**

4 TIME FRAME: **Houfion Guild—After completing the job "Stop the Terrible Gas Leak!"**

5 DESCRIPTION:

To start this job, leave Houfion and return to the Heap Cave-In (to the east of Houfion if you've forgotten already). Jump into the hole as you did before, then fight your way to the central point of the passage leading to the northwest. Here, next to the hidden doorway you told him of when you completed the "Stop the Terrible Gas Leak!" job, is the worker from Houfion. He tells you that after opening the doorway he found a tunnel crawling with monsters. At this point, head inside the tunnel and try your best to eradicate anything that gets in your way as you travel to its opposite end—far to the north. Once you reach the room at the far end, the real task of stopping the monsters begins. On the rear wall are six panels which open one at a time under a set circumstance, allowing six Ghost Skeletons to pass through. Around the room there are also six pillars which you can move by pushing. The object here is to push the six pillars in front of each of the panels so that they block them from opening. The triggering devices for the six panels are the seven floor tiles scattered throughout the room with the same "square and grid" type pattern on them as the tops of each of the six moveable pillars have. If you avoid stepping on any of these tiles while moving the pillars into position, the Ghost Skeletons will not enter the room. If you do mistakenly hit one, and you want to fight (rather than leave the room and re-enter to try pushing again), the best strategy to defeat these creatures of the undead would be to position yourself between as many of the pillars as possible, thereby cutting down on the number of foes you can be attacked by during each battle turn. This will greatly improve your odds for survival. Once all six panels have been blockaded, leave the hidden tunnel and speak to the worker in the Cave-In passageway to complete this job.

6 AREA MAP:



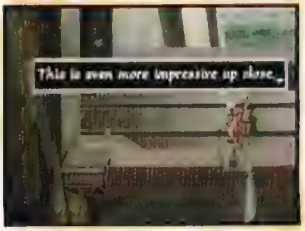
PLAY TIP

After accepting the reward for "Catch the Scrap Thief" job (see page 305), these doors will open, allowing you to get to Power Unit 12.

7 CRIMINALS:

STORYCHECK

IT'LL BE COMIN' ROUND THE CORNER



Something Shu's one-night-stands never said.

With Tosh now by your side, leave Houfion and head to the southern end of the trestle that you needed to pass under to reach the Heap Cave-In (next to the Romalia Skyport). Here you'll find the Romalia Tunnel... a tunnel the supply train must travel through to reach Romalia.

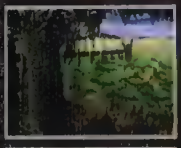
EVENT CHECK!
Romalia Tunnel

ANIMECHECK

ROMALIA ENTRANCE

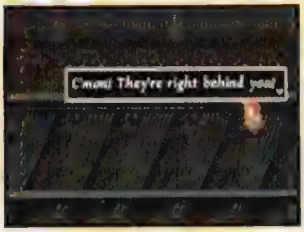
FADE IN ON:
EXT. ROMALIA TUNNEL
TOSH and SHU, located in the nearby woods, observe the SUPPLY TRAIN as it enters from the LEFT. When the SUPPLY TRAIN enters the FRAME, PAN to the RIGHT to show the SUPPLY TRAIN as it heads up the TRESTLE and into the ROMALIA TUNNEL.

FADE OUT.



STORYCHECK

NOSEY LITTLE BRAT

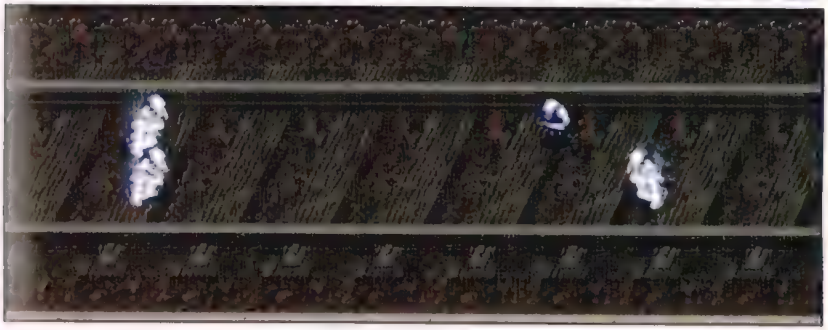


Danny sees the Shu puns coming a mile away...

While investigating the tunnel, Gallarno's name is mentioned, and Danny, the little snoop, asks, "Who is that?" Tosh gives the boy the old "none of your business" to shut him up. Just as Danny starts to comment about the treatment he's receiving from you, a squad of guards from the Patrol Corps arrives and asks for you to show your papers. Since you're outnumbered, now would be a good time to make a break for it. As the three of you are running from the troops (ever notice how hard it actually is to run on train tracks? If you ever have to, it's best not to look down or you're definitely going down hard on a tie), a group of monsters materializes on the tracks ahead of you, blocking your retreat. Danny makes a break for it only to be followed by shadows summoned by one of the creatures. The rest of the guards soon arrive at your location. With your defeat, the leader of these foes will be a "Shu in" for a promotion. The battle then begins.

EVENT CHECK!
Romalia Tunnel

BATTLE ON THE TRACKS



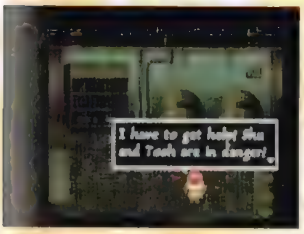
ENEMIES:

DARK STALKER x1

ICE DEVIL x3

STORY CHECK

AND THAT WOULD LEAD THEM BACK—HOME!!!



This is gonna cost Danny more than he can ever guess...

Cut to Danny as he makes his way through the secret entrance to the Resistance Base. Filled with good intentions of getting Shu and Tosh help, he is completely unaware that the shadows have followed him to the hidden rebel lair.

Back at the end of the Romalia Tunnel, our heroes Tosh and Shu, fresh from putting yet another batch of Gallarno's transformed rejects out of their misery, race frantically back to Houfion so they can warn the Resistance before it suffers a fatal blow.

EVENT CHECK!

Resistance Base

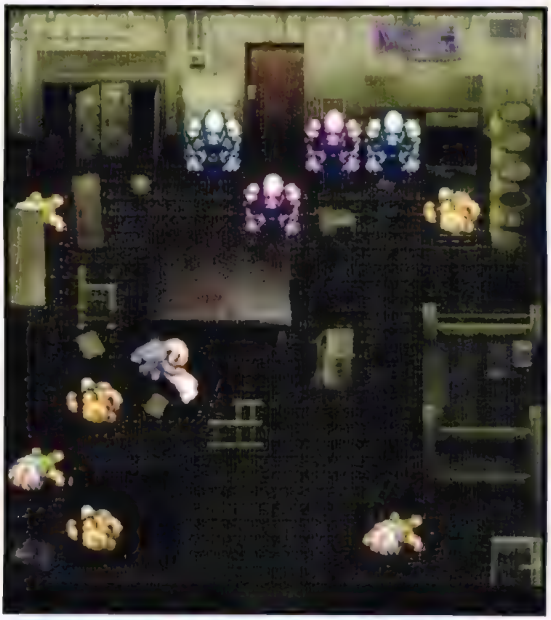
Romalia Tunnel

Romalia Bar

Upon returning to Houfion, enter the Bar to see that you're too late. Before losing consciousness, the bartender tells you that the monsters from Romalia were responsible for what's happened (Duh!). At this point, make your way through the back room to the Resistance Base below the Bar. Your worst fears are soon realized as you see the bodies of your fallen friends and comrades lying in the outer hallway and assembly room —Moris' included. The time to grieve is cut short when the shadowy creatures who caused this pain emerge from the Operations Room. Their leader, the wanted android SA-200SP, carries Danny's limp body in its arms. Seconds later, the boy is hurled through the air towards you, landing on the floor at your feet with a loud thud. The inevitable then begins.

Tosh is really pissed that the SA-200 hosted a kegger while he was out. They totally wrecked the base!

RESISTANCE BASE



ENEMIES:

SA-200SP x1

SA-200 x1

SA-100 x2

OUTLAWCHECK

SA-200SP

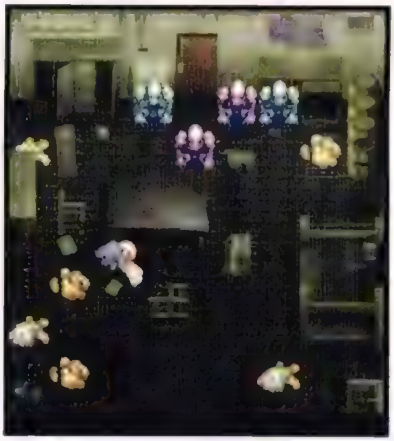
1 LOCATION: **Houfion Bar–Resistance Base** **2** WEALTH: **2115 G** **3** MERITS: **3**

4 TIME FRAME: **Houfion Guild—When the Resistance Base is attacked.**

5 DESCRIPTION:

The discovery and subsequent defeat of this Romalian robot occurs during normal game progression. Once you've cleared the Resistance Base in Houfion of the four Romalian troublemakers you'll have met the requirements necessary for claiming the bounty on this wanted creature.

6 AREA MAP:



7 CRIMINALS:

SA-200SP x1

SA-200 x1

SA-100 x2

FORM APPROVED HG01-02-004-58602

STORYCHECK

AND WHOSE FAULT IS IT?

Annoying Danny becomes "poor Danny" because he's now a casualty of the fight. Awww

After the battle plays out in your favor, Danny regains consciousness, but only briefly. He's lucid just long enough to tell you he's taking full responsibility for what happened. Shu and Tosh then bring Danny to Moris' room at the Inn to rest, which is the best thing he can do right now.

EVENT CHECK!

Resistance Base

STORYCHECK

THE PLOD THICKENS

"Will you wear my pin and...be my bitch?"

The two lone warriors find solace in each other's company as the pressures of the past, present, and what is soon to come wear down upon them.

EVENT CHECK!

Houfion

Romalian Briefing Chamber

Chimera Main Lab Security

Cut to a room somewhere deep in Romalia. Gathered around a large communications screen are the four Generals you've been hearing of throughout your travels. Two of these you're already familiar with... Gallarno and Minister Andel. One you just may remember from a brief trip you made to Millmana what seems like ages ago... General Yagun. And finally, rounding out the evil foursome is General Zalbad, whom you were recently introduced to as he discussed having Shu followed while he was in Houfion. The four Generals' true master, the Dark One, who pulls all the strings, has called them all here to brief them on the status of his plans for world conquest. Amidst petty bickering, he is informed that the Sky Castle is nearly complete. In order to power it, however, the darkness within humanity must be drawn upon. To set this stage of the plan in motion, creatures disguised as soldiers have been placed within both Seirya and Millmana and the train cannon Graunoln is now fully operational. The obliteration of the lands surrounding Millmana are testament to this last fact. Even with all this, Andel still awaits the right moment to trigger the "Martyr Plan". At that time, Arc and the others within the lineage of the Seven who sealed the Dark One long ago shall pay for that disgrace with their lives.

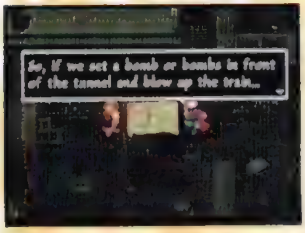
Cut to the Chimera Main Lab Security Room. Here we see Gallarno just bitching in general about the way things have been, and are going for him lately. A guard reports that a Hunter has captured Iga and is requesting a meeting with Gallarno to turn him over. Not since Boushh escorted Chewbacca into Jabba the Hutt's Palace has such a ploy been used to get close to an adversary.

The Dark One is just about ready to crash the party.

As Iga is taken from the room, to be placed in a cell until he can be transformed into another hideous creature for Gallarno's army, the General is left alone with the Hunter who's no taller than a mere lad. In true villainous fashion, Gallarno lets his mouth run more than he should, disclosing the details of the Martyr Plan and how The Tower will be the starting point.

STORYCHECK

LET'S BLOW THIS POPSICLE STAND



Desperate times call for desperate measures.

EVENT CHECK!

Houfion Bar

Romalia Tunnel

Return now to the Houfion Bar, where Shu and Tosh are going over their plans for infiltrating Romalia. Rather than taking control of the train, they decide to destroy it instead. Blowing up the train while it's at the start of the tunnel should allow the two of them to sneak into Romalia amidst the enormous confusion that would follow such a strike. The plan is now for Tosh to act as a decoy and draw the Romalian Patrol Corps away from the tunnel in order to give Shu enough time to set the explosives. To help Tosh in his end of things, Shu gives him a Cast-Off Ball and tells him to use it when he feels he can't hold off the guards any longer. For this mission, bringing along a few extra Recover Fruits, as well as equipping Shu with a Sub Machine Gun, may be wise.

Head out of Houfion and return to the Romalia Tunnel. Shortly after Shu leaves to begin work on placing the bombs, Tosh realizes he may have bitten off more than he can chew. Though it puts you directly in harm's way, Shu needs time to do his part of the plan. You have no choice but to jump right in and get things started. While stalling for time, if you feel outnumbered you can prolong the battle several turns by running to the tracks to the east. If or when you reach a point where you feel you just can't go on fighting, and that you're going to be defeated, highlight the **Cast-Off Ball** in your inventory and press ⊗ to use it. With a puff of smoke you'll be teleported to safety. Hopefully you'll have bought Shu enough time. If not, you get to do it all over again, baby. This is not an optional scenario.

Tosh heard this was a great way to pick up Chimera chicks.

ROMALIA TUNNEL

ENEMIES:

EARTH DEVIL

BLACK POWDER

MUD BATTLER

THE MUDMAN

STORYCHECK

FUN WITH EXPLOSIVES

Tosh hopes he wasn't...premature.

After a minimum of six battle turns (assuming you're going to have Shu complete one task per battle turn when the action shifts to him... see below for details), go into Tosh's inventory and use the Cast-Off Ball. If you want to earn more experience or give Shu more time, you can continue to fight with Tosh, but after twenty battle turns he will start to not-so-subtly remind you to use the Cast-Off Ball.

Meanwhile, further down the tracks... Shu is shown setting the explosives. After he's armed the first, a squad from the Romalia Patrol Corps discovers him. You'll now have to finish arming the bombs while you dispose of the guards. To do this properly, inspect a bomb once during each battle turn to first ***Open the cover***, then ***Set the timer*** and finally ***Turn on the switch*** to arm the device (looking at more than one bomb, or a bomb more than once will prompt Shu to remind himself not to rush). Do not look at any of the bombs while an enemy is in range for an attack, or you'll instead commit your turn to the attacker rather than a bomb. Speaking of attacking, don't forget to do so each turn after you've advanced the bombs, or you may be defeated before completing this portion of the mission. Along with arming the remaining two bombs, all three enemies must be taken out within the time made available by Tosh to successfully complete the mission.

Shu pines for the old days of "don't ask, don't tell."

ROMALIA TUNNEL

ENEMIES:

SOOTHESAYER x1

FIRE GOLEM x2

STORYCHECK

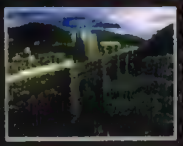
CRAZY TRAIN

Shu hasn't been this excited since the new phone book came out.

Just as you finish arming the last explosive (and have ended your last battle turn after defeating all the enemies), the train can be heard coming in the distance. If for any reason you did not have enough time to accomplish your goal, you will be able to replay this sequence, starting with Tosh's attempt to stall for time.

ANIMECHECK

TRAIN DERAILED

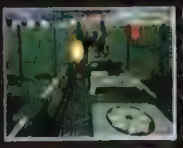


FADE IN ON: EXT. ROMALIA TUNNEL
The SUPPLY TRAIN can be seen in the distance as it moves along the TRESTLE.

CUT TO a close up of the TRAIN's wheels. An explosion occurs on the TRACKS.

CUT TO show the ROMALIA TUNNEL in the distance. A 3/4 overhead shot of the SUPPLY TRAIN from the REAR shows the ENGINE fall to the right and skid toward the entrance of the TUNNEL. The SUPPLY CARS fall off the track and slam into the ENGINE. Small explosions can be seen as the TRAIN lies motionless.

FADE OUT.



VOICES VOL. VII

RYOJI AKAGAWA — EXECUTIVE PRODUCER OF ARC COLLECTION

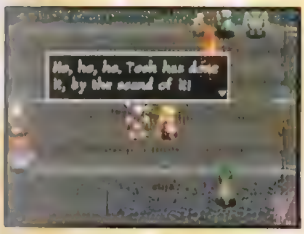
When you set out to make ***Arc the Lad***, were you trying to make a truly unique RPG experience?

Probably anyone who creates an RPG game is thinking that way. And I think the difference is whether the surprise is well concealed or not. If you are pursuing one thing and you are successful at it, you will enjoy a nice reward. It is not like if it becomes the obligation where you have to pursue it. Experiencing an RPG is much more interesting and enjoyable if you willingly play, and the more you play, the more enjoyment you get over time. In Arc the Lad, that's how I wanted it.

One example of this is the monster game in Arc 2 where you can capture monsters. And of course, there are the elements of adventure and other things, but to catch the monster itself is a lot of fun—very enjoyable. It is also enjoyable and fun to raise the monsters. So enjoyable, in fact, that we decided to make the monster battling and management a game by itself. That's how Arc Arena came about. I think the creation of Arc Arena demonstrates that we, the creators, had a lot of devotion to the making of the game.

STORYCHECK

WARRIORS...COME OUT AND PLAY



Even at 3,000 years and counting, Gogen can hear a catastrophe.

Cut to Lieza and Gogen as they wander into Houfion, only to teleport away after hearing the Supply Train crash.

Over at the Romalia Skyport, Shante and Gruga race to help Tosh after they overhear the staff discussing the derailment.

In the skies above Houfion, The Silver Noah, carrying Chongara, Poco and Elc, hovers in as close to the wreckage of the supply train as Chopin deems safe before dropping off his passengers.

EVENT CHECK!

- Houfion
- Romalia Skyport
- Silver Noah Cockpit
- Chimera Research Lab
- Romalia Tunnel
- Romalia Castle Wall

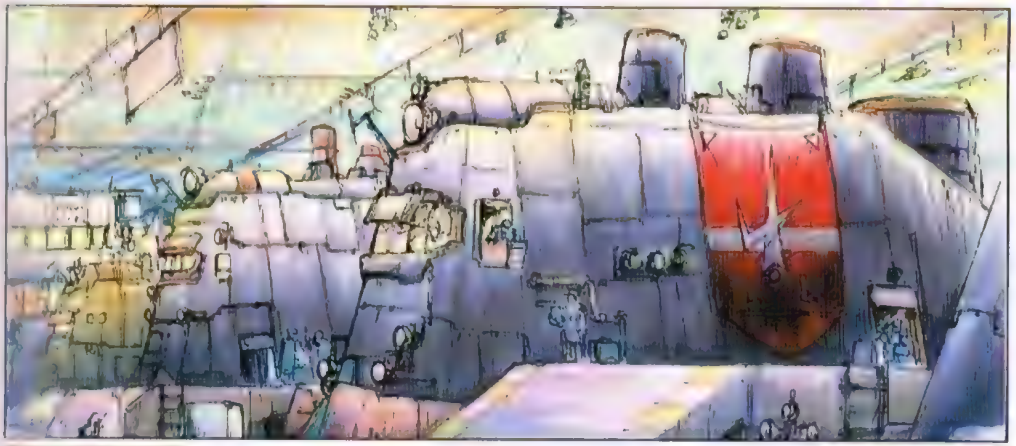
Meanwhile, as the guards leave their posts at the Chimera Main Lab to help with the train wreckage, Iga breaks free of his bonds and escapes from his cell.

When we return to the two responsible for all the commotion, we find that Shu and Tosh must head west down the tracks past the wreckage of the train in order to get inside the Romalian Castle Wall. Time is of the essence, so after hitting the shop for a few more Recover Fruits (trust us, you'll need a few extra with what's to come), get going before the Patrol Corps realizes the derailment was just a ruse.

Tosh reluctantly recommends the Tonya Harding approach. Dirty pool.

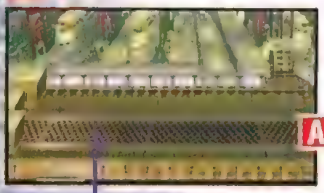
Once you reach the base of the Romalia Castle Wall, head up the stairs after Tosh triggers the booby traps that have been set on them.

As you reach the top of the wall, your breath is taken away as you get your first view of the Romalian military and their vast fleet of trains assembled in the hangars below. Head east from this point to enter the Chimera Research Lab.



CHIMERA RESEARCH LAB

MAP 1

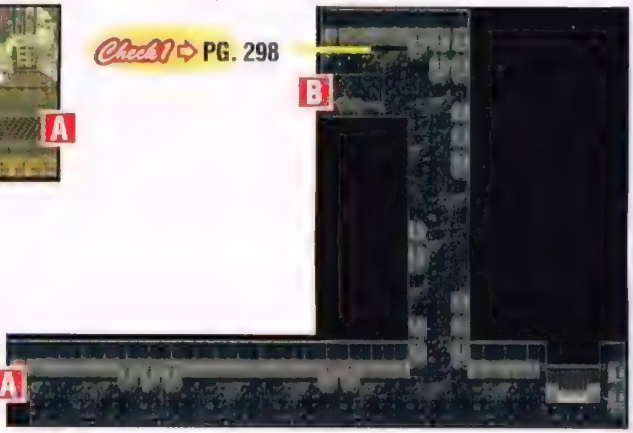


PLAY TIP

Shu and Tosh will start at Map 1, and will be used through Map 10.

MAP 2

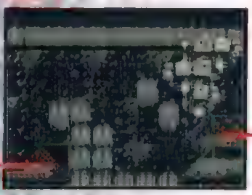
Check1 ⇨ PG. 298



MAP 3

MAP 4

MAP 5



MAP 6

MAP 7

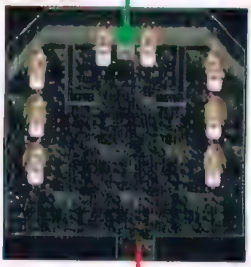
MAP 8

Check2 ⇨ PG. 298

ENEMIES:

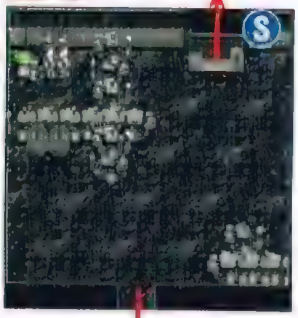
ITEM!
PoisonAncient Spear

MAP 12

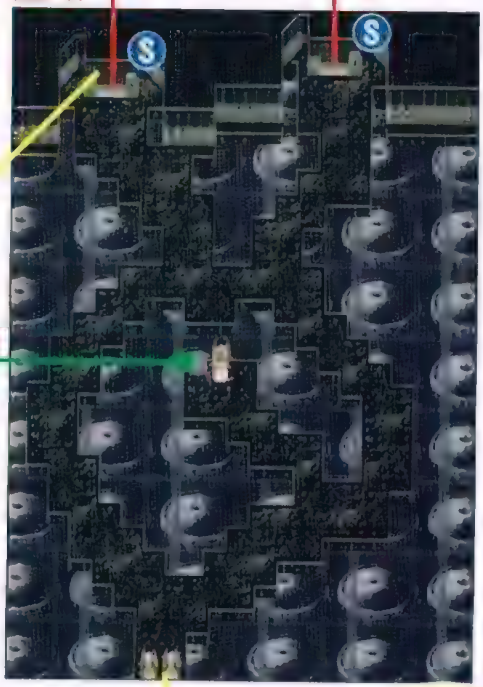


MAP 13

TO MAP 22



MAP 11



Check4 ⇨ PG. 299

ITEM!
Spark Flail

TO MAP 22

MAP 10

Check3 ⇨ PG. 299

MAP 9

PLAY TIP
You will play as Lieza and Gogen from Map 11 to Map 13.

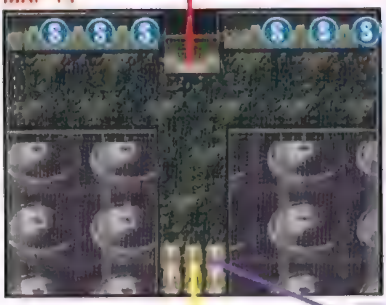
MAP 15

TO MAP 22

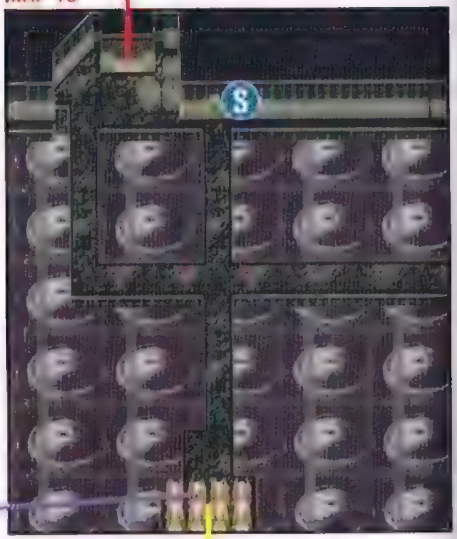
MAP 17

TO MAP 22

MAP 14



MAP 16



Check3 ⇨PG. 300

PLAY TIP

You will play as Elc, Poco, and Diek from Map 14 through Map 15.

PLAY TIP

You will play as Iga from Map 18 through Map 21.

PLAY TIP

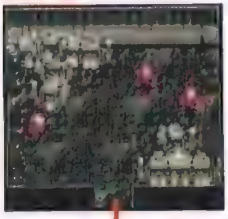
You will play as Shante and Gruga from Map 16 through Map 17.

Check7 ⇨PG. 301

Check6 ⇨PG. 300

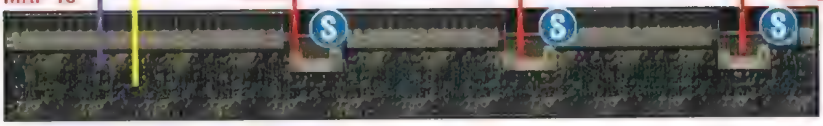
MAP 19

MAP 20

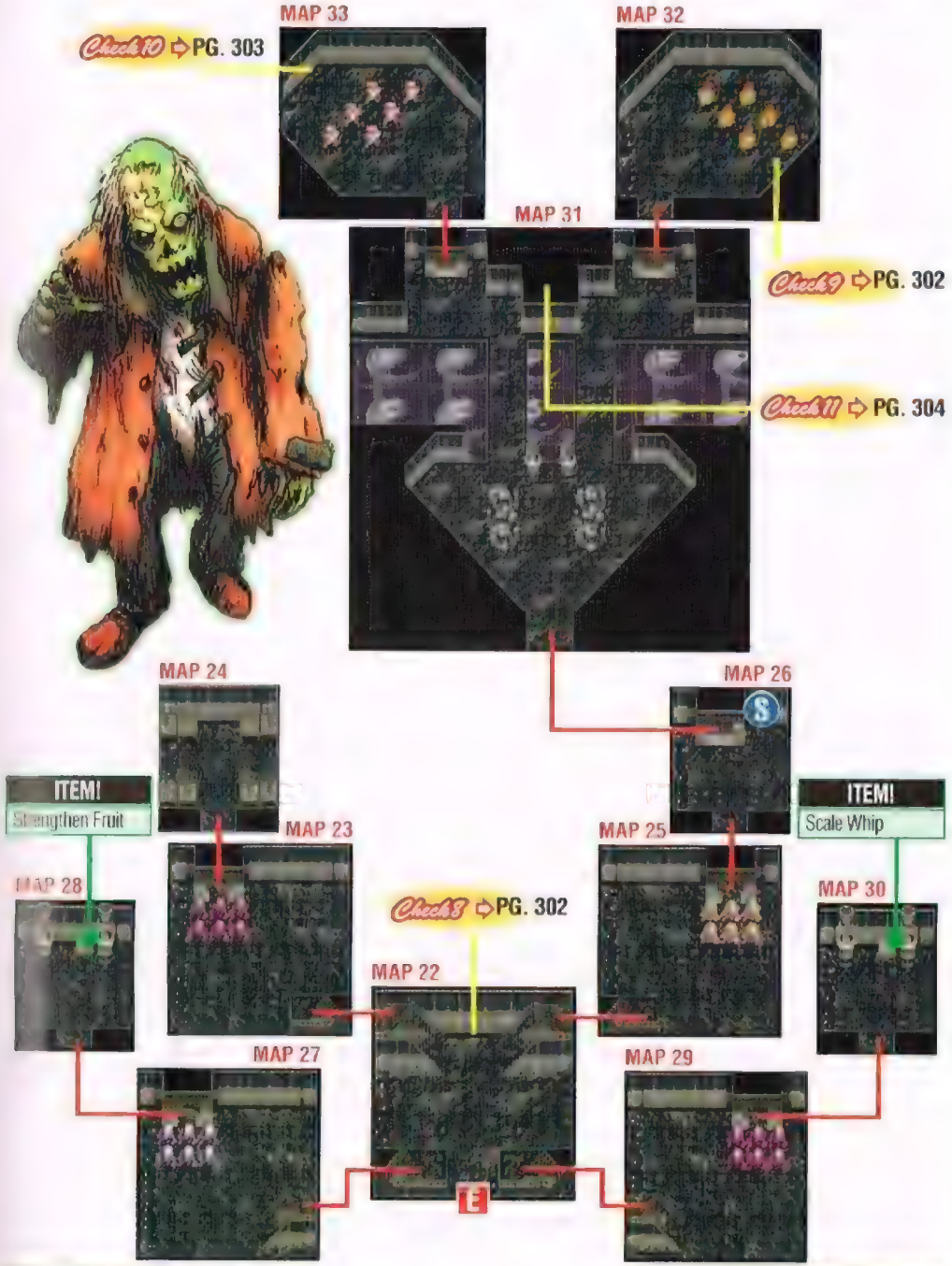


MAP 21

MAP 18



TO MAP 22


MAP 33
Check10 ⇨PG. 303
MAP 32
MAP 31
Check9 ⇨PG. 302
Check11 ⇨PG. 304
MAP 24
MAP 26
S
ITEM!
Strengthen Fruit
ITEM!
Scale Whip
MAP 23
MAP 25
MAP 28
MAP 30
Check8 ⇨PG. 302
MAP 22
MAP 27
MAP 29

Check1 ➪ WHAT? NO MONSTERS?

Inside the lab (Map 2), make your way around the corridor until you find a set of stairs leading down. Head down these stairs, and stairs in the other rooms, until you reach a corridor in Map 7 lined with Gargoyle statues. As you pass by these eerie carvings and are about to exit the area, the statues come to life (raise your hand if you didn't see this coming...notice you're the only one?). They then regroup and return to statue form, creating a blockade between you and the exit to the upper floors.

Which is one reason this footage never made it into the last Fox special.

STORYCHECK

PREPARE THE MACHINE

The only way it would DEFINITELY be "too perfect" is if the old techs in the control room were hot chicks and the dress code was something in...string.

EVENT CHECK!
Zalbad's Chamber
Chimera Lab Security

The scene shifts to Zalbad's Chamber, where you witness as General Zalbad receives a report informing him of the breaching of the castle wall by Tosh and Shu. Not one to pick up the slack of others, Zalbad tells the officer to let Gallarno clean up his own mess. The Dark One soon cuts in, telling Zalbad that he feels otherwise. His reason? It could disrupt the Martyr Plan if Arc and his friends are allowed to run free. Due to this, the General is thereby ordered to warn Gallarno of the impending threat.

Cut to Gallarno. As he watches the security monitors he can't help but gloat that having so many of Arc's companions in one place will make destroying them that much easier. Having them all together also gives him an idea... prepare the "machine", he commands.

Check2 ➪ AND YOU ARE?

As we return to Shu and Tosh, seeing as how there's no way to go back, your only choice is to continue forward. In Map 8 you'll meet up with Gogen and Lieza, who seem to have gotten lost wandering through the complex. With the four of you now allied, head through the door to the south and then west down the following corridor until you reach a locked door. Flip the switch, then proceed through the door to the Chimera Research Lab's welcome wagon. A nasty surprise awaits you just before this encounter gets underway. What you thought were your friends, in actuality are two more of Gallarno's creations—courtesy of the Illusion Machine. During this skirmish your best bet would be to take out the Gogen wanna-be first, as his magic isn't exactly second rate.

Shu and Tosh are back on the sexual orientation thing...

Once you're in the clear, Tosh has a startling revelation—if Gallarno has created duplicates of Gogen and Lieza, then what would stop him from doing the same to them?

STORYCHECK

KEY TO SUCCESS–CONFUSION

Gallarno is too hung up on too few words. Sometimes, it's just too much to bear...

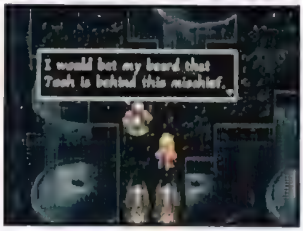
EVENT CHECK!
Chimera Lab Security

As you leave the room, the scene cuts back to Gallarno at Chimera Lab Security. Amidst more gloating, we learn that his plan is to have our heroes so caught up in thinking that any friends they meet up with are just Gallarno's robotic toys—that they end up killing the true flesh and blood versions as well! What a truly diabolical plan! The Sons of Italy are most certainly rolling over in their graves at this blatant stereotype of what is, in reality, a fun-loving, sweet ethnic group that knows how to eat.

Oh, well, you HAVE to have a bad guy.

Check3 BEAUTY AND THE OLD FART

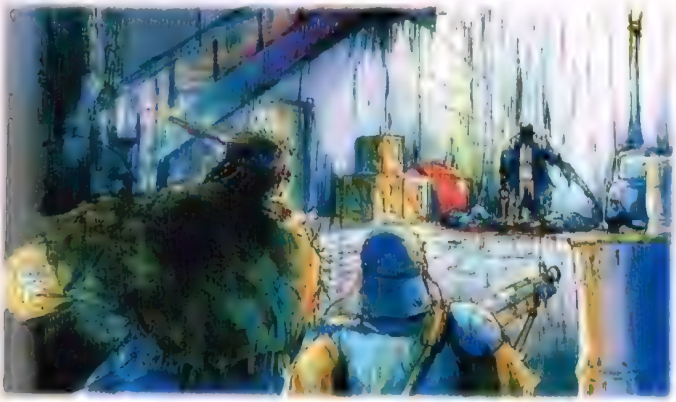
Gogen and Lieza can be found wandering the platforms in another area within the research lab. After Gogen explains to Lieza that they must seek out and help Tosh, select three party members from your pool of captured monsters to travel with the two magic users. Once you've done that, make your way to the doors at the northern sections of Map 11.

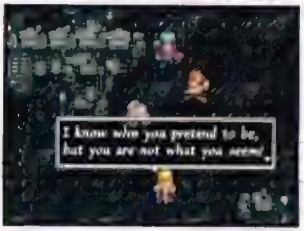


Of course, no one would take this bet because Gogen's beard is, well, undesirable.

Check4 TWO FOR THE ROAD

The door at the northwest leads to a room with a treasure chest, while the one opposite it at the northeast takes you to another of Gallarno's fun little attempts at trickery.





This is Lieza's version of a smackdown. She's so sweet...

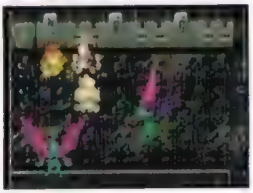
Check5

WHICH ONE?

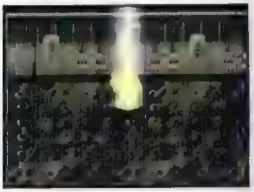
As Gogen and Lieza ponder the question of who or what their last opponents were, our next group of daring do-gooders—Elc, Diekbeck and Poco—come to a standstill at a locked door in Map 14. Mounted on the walls nearby are six switches. One must release the lock on the door, but what of the other five? Knowing Gallarno, they may be part of a trap leading to certain death—or worse! Truth be told, triggering the wrong switches may set off an alarm alerting any monsters in the area to your whereabouts, or it might heal you... how convenient. To help with your decision to activate the switches, check out the screenshots to the right.

When the door opens, pass through it to meet up with Arc and Kukuru. Hmmm... we thought Kukuru needed to stay inside the Shrine??? Aside from that obvious clue, Poco points out the dark aura surrounding the two lying look-a-likes. Hardly worth the bullets, huh? Bring it on!

After you've done away with this latest set of evil twins, Poco suggests that Gallarno must be behind these familiar-looking creations.



Switch #1: Sounds alarm (Two Ghoulgoyles will appear).

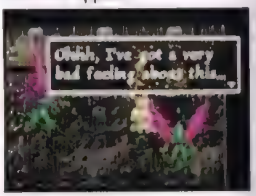


Switch #2: Completely replenishes your party's Hit and Magic Point levels.

Switch #3: Sounds alarm (Two Blood Zombies will appear).

Switch #4: Opens door briefly. Sounds alarm (Two Blood Zombies will appear).

Switch #5: Opens the door. YES!



Switch #6: Sounds alarm (Two Ghoulgoyles will appear).

Check6

FUN WITH THE DEAD

While Elc, Diekbeck, and the ever-frightened Poco continue on, the focus turns to Shante and Gruga. As they make their way across the platforms in Map 16, they are spotted by the monsters guarding this area. During this encounter, you might want to consider positioning Shante behind Gruga on one aisle of the platforms, leaving her safe to cast healing magic while he takes the brunt of the attacks.

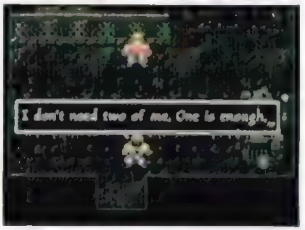
Shante can spot a poser a mile away. Takes one to know one...

Once the melee has ended, walk north from the intersection of the platforms and trigger the switch on the wall to open the door at the northwest. Next, head back around the platforms and pass through the door to find Shante's previously-believed-to-be-dead brother Alfred (as if that's not a big enough clue that something isn't quite right...). The real fun begins moments later when Elc and Lieza make an appearance (or do they?).

All is not lost, however. It seems that Gallarno isn't fooling anyone with his replicants, as Gruga and Shante both know that the monsters they just struck down were not their friends and loved ones.

THE ONE

Elsewhere in the maze that is the Chimera Research Lab, Iga fights on alone... His purpose—to destroy the machine that creates the soulless copies of his friends and fellow teammates. Before him in Map 18 is a hallway with three doors. Through the first door is Gallarno's version of Iga. We soon see that this version pales in comparison to the real thing. The door in the center hides several monsters of the basic variety, but when you combine their numbers with the fact that Iga does not have a healing ability, problems can arise for a lone warrior... even one as strong as Iga.



Of course, this would allow Iga to try to recreate the "two Max" skit. Question: which would be on top?

The last door, to the east, leads to the machine responsible for the cyber-clones, but to reach it you must first fight your way past the monsters that appear as you enter the room.

With the winged demons out of the way, the Illusion Machine is destroyed in a massive display of power. After thus accomplishing what he set out to do, Iga leaves to seek out his companions.

STORYCHECK

COME TOGETHER

Yes, our man Gallarno likes to watch.

Tosh and Shu, prowling the rooms nearby, hear and feel the effects of Iga's success and rush towards the commotion. Upon entering a room down the corridor, the two are baffled by what they see... Elc, with Iga following close behind, dashing around erratically. To find out what may have caused their current behavior, Tosh and Shu continue forward towards the area that Elc and Iga came from.

Cut to Chimera Lab Security. When Gallarno is informed of Iga's escape and subsequent rampage that resulted in the destruction of the Illusion Machine, the General alters his plans. The coup de grace will now include the small-in-stature bounty hunter who until this time has been merely a spectator to Gallarno's failed attempts to stop the rebellious intruders. How he will come into play though will remain a mystery for the time being.

Back in the halls of the lab, Tosh and Shu reach an intersection only to come face-to-face with Gogen and Lieza. Unbeknownst to them, these are not Gallarno's replicant wind-up toys, but the real Beasttalker and Great Magic Master... and they too assume the faces they see across from them are those of an enemy. As the two parties each wait for the other to make a move, Elc and Poco come around a corner from the north—followed shortly thereafter by Shante and Gruga via a southern corridor. It's only when they all start in with the trash talk of how they're going to kill each other that it dawns on them—each party is referring to all the others as "copies". At this point, Iga, the final participant in this daring raid (and voice of reason) makes an appearance. He explains that Gallarno's intent was to trick them into killing each other... but since the Illusion Machine was destroyed, those present here must be their true versions. When everyone agrees, including a reluctant Tosh, the group bands together and begins their hunt for Gallarno with renewed vigor.

This encounter is about to get more complicated.

Check8 ➪ DECISIONS, DECISIONS...

Once you've arrived at Map 22, four stairways lead out of this room. Each of these exits bring you to a room containing six enemies which you must fight in order to reach the room beyond. During these encounters, specific characters from within your character pool will be deemed mandatory party members.

Poco may stop shaking in his shoes, and Gogen will have more opportunity for gloating after they lead you to victory in the battle that awaits you in the room that the northwest stairs lead to. Through the door on the other side of your foes in this room lies another where you can rest and change your Battle Party.

Climbing the northeast stairs gives Gruga, Shu, and Shante a chance to prove that they're not just along for the ride.

Heading down the stairs at the southwest leads you to a brawl in which Tosh and Iga must take part.

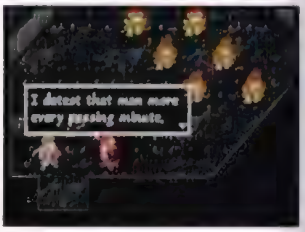
The southeast stairs demand that Elc and Lieza show what they're made of when you choose to proceed in this direction. After defeating the Blood Zombies, an ***IceKnife*** may be received.

You may want to take notice of the fact that the enemies in these past four areas will regenerate if you return to any of the rooms. With this in mind, if you feel you need to level-raise, now would be a good time to do so.

Check9 ➪ A HERD OF ELC

Beyond the room where you fought the Zombies (Map 25) lies a room with a locked door. Flip the switch next to it, then proceed through Map 31 to the door at the northeast. Though Iga destroyed the Illusion Machine with his own hands, numerous replicants of Elc remain in this room for reasons unexplained. After a final tease from the viceroy of voyeurism, Gallarmo, you're asked to choose the party members for this encounter. The only stipulation is that Elc may not participate, as once the battle heats up it may be difficult for the others to tell the real Elc from the counterfeits.

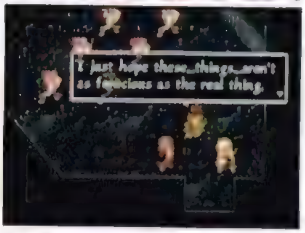
After terminating the clones of your friend, return to the main chamber. As before, as you approach the center of the room, Gallarmo calls out to you. Impressed by your fortitude, he opens a second door, this one to the northwest, and dares you to defeat what lies within.



Tosh and Iga mysteriously stray into conversation about Richard Simmons.

Check 10 ➪ TOSH REPLICANTS....EXCELLENT!

The contents of this room are similar to that of the last—replicants of one of your party members. The lucky winner this time... the feisty S.O.B. Tosh. Choose your battle party, which of course must be minus Tosh, then get to it.



Elc in a rare moment of doubt.

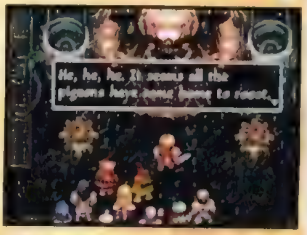
With this latest test of your skills behind you, return once again to the main chamber. As soon as you step into the center of the room, Gallarno congratulates you for a job well done and opens a third door directly to the north. Passing through this door brings you to the Chimera Lab Security office.

STORYCHECK WHO'S WATCHING WHO?

As Gallarno's pathetic puss appears on the security monitors, you realize you've been tricked. He can't help but laugh when you suggest that Romalia's reign of terror will soon end. After his chuckling has subsided to little more than petty snickering, you learn that he was a decoy... one meant to stall you while the remaining Generals progressed the Dark One's Martyr Plan unhindered by your distractions. It's when Tosh calls for Gallarno's death that a panel opens in the floor—revealing a Mecha Monster which rises to confront the party. Seconds later, a beam is emitted from the cyborg beast, resulting in the instant paralysis of your entire party.

Elc, frightened by Gallarno's immense face, loses all control of his bowels.

Meanwhile, in a room somewhere else within the complex, Gallarno explains his new pet to the young bounty hunter. The bounty hunter's reaction is to tell Gallarno the truth... that he thinks the General is afraid of losing to these rebels, and that he's nothing more than disposable trash to those truly in charge of Romalia. In an attempt to hide a bruised ego, Gallarno claims credit for making Romalia what it is today. Surely they wouldn't be in their position of power without his Chimera Labs and the beasts created there. Further comments prompt Gallarno to sense that something isn't right with the bounty hunter he had come to favor. Unfortunately for him, the revelation comes too late—for at that moment, the bounty hunter casts aside his cheap disguise and slashes out at the controls for the Mecha-Monster...



Which is clear from all the bird poop on the roof.

Back at Chimera Lab Security, the Mecha-Monster, now deactivated, crumbles to the ground. A glance upwards at the monitors reveals the party responsible... the bounty hunter's true identity is Arc! As he advances towards Gallarno, Arc calls out for you to get in there and help him –fast!

Upon entering the nearby room, you're stunned by what you see, as you come face-to-face with what Gallarno has become—one of his own Chimera abominations! Doing this unspeakable act to himself to further the plans of his true master, the Dark One, proves what you've known all along... that Gallarno is-a one-a spicy meat-a ball, and loony to boot! It's come down to this... defeat Gallarno—and in the process stop the Chimera Research Labs for good- -or fail and be transformed yourselves. The latter cannot be allowed to happen! You MUST destroy Gallarno—there isn't a choice in the matter.

Check 11

AT LAST—GALLARNO!

For this boss encounter, you might want to consider taking two characters with you that have healing abilities—just in case. As for the boss, Gallarno himself has seven target points throughout his now massively hulking form... one at his head, and six along his base. The lower six are there to block you from what should be your primary target, the head—to defeat this boss, you need only destroy the target point located there. Characters such as Gogen whose Earthquake, Thunder Storm and Diamond Dust magic abilities have a high range and hit more than one target make for valuable additions to your party. Where sheer strength is concerned, Tosh, Gruga and Iga are all prime candidates to fill that category. When attacking, concentrate all your efforts on Gallarno, as the Death Mages will only respawn once you kill them. Aside from magic use, you'll need to cut your way through the base of Gallarno's new form to be able to reach his head. Hitting this target point really annoys your foe—so much so that any physical attacks attempted here will be met with a severe counterattack. Another attack to watch out for is the flamethrower attack from the two smaller dragon-like heads on his shoulders that can strike your entire party if you have them huddled together while attacking the beast's head.

When this battle is done, one chapter in your lives comes to an end, and another begins. Though you've defeated Gallarno and stopped the madness that was the Chimera Research Labs, there are still three more Generals, as well as the Dark One himself, for you to face.

Guided together by the Guardians themselves, each of your team as important as the next, perhaps working as one you may have what it takes to overcome adversity and save the world.

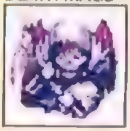
The mutants have come out to play.

A little pep talk to rally the troops before the reality of what lies ahead sets in...

ENEMIES:

GALLARNO x1

DEATH MAGE x2



Gallarno (Base-Front)

LEVEL	52	ATTACK	26	JUMP LEVEL	0
RANGE	0	MAGIC	26	THROW LEVEL	0
HIT POINTS	234	DEFENSE	28	COUNTERATTACK LEVEL	0
MAGIC POINTS	214	AGILITY	11	CATCH LEVEL	0
ABILITY	—	ABILITY	—		
ABILITY	—	ABILITY	—		
ABILITY	—	ABILITY	—		
ATTRIBUTE	—	EQUIP	—		
EXP	20800		4160		
GOLD	3120	KILL	5		

Gallarno (Base-Back)

LEVEL	52	ATTACK	26	JUMP LEVEL	0
RANGE	0	MAGIC	26	THROW LEVEL	0
HIT POINTS	234	DEFENSE	26	COUNTERATTACK LEVEL	0
MAGIC POINTS	214	AGILITY	11	CATCH LEVEL	0
ABILITY	—	ABILITY	—		
ABILITY	—	ABILITY	—		
ABILITY	—	ABILITY	—		
ATTRIBUTE	—	EQUIP	—		
EXP	20800		4160		
GOLD	3120	KILL	5		

Gallarno (Head)

LEVEL	54	ATTACK	37	JUMP LEVEL	2
RANGE	0	MAGIC	25	THROW LEVEL	0
HIT POINTS	417	DEFENSE	37	COUNTERATTACK LEVEL	3
MAGIC POINTS	234	AGILITY	9	CATCH LEVEL	0
ABILITY	Hell Burst	ABILITY	Double Heat Breath		
ABILITY	—	ABILITY	—		
ABILITY	—	ABILITY	—		
ATTRIBUTE	Dark	EQUIP	Iron Knuckle		
EXP	21600		4320		
GOLD	3240	KILL	5		

JOBCHECK Catch the Scrap Thief

1 LOCATION: Houfion Recyclers–Basement Warehouse **2** WEALTH: 4000 G **3** MERITS: 8

4 TIME FRAME: Houfion Guild—After defeating Gallarno at the Chimera Research Lab.

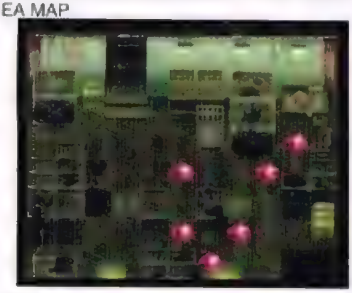
5 DESCRIPTION:

The Recyclers have suffered break-ins recently. Our client wants a Hunter to guard the warehouse and catch the thief.

Begin this job by heading over to the Houfion Recyclers Shop and speaking to the manager. After being allowed to come behind the counter, use the stairs to reach the Basement Warehouse that he wants you to guard. Once the manager leaves, you'll be asked to select a battle party. All that's left now is to spend the night in the basement playing rent-a-cop. After solving the mystery of the break-ins, you will have fulfilled the requirements necessary for collecting your bounty. Due to the nature of the culprits, your reward is based on whether or not you defeated them before they damaged any more of the client's goods.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP



7 CRIMINALS:

JOB/OUTLAW CHECK Slay the Nocturnal Monsters

1 LOCATION: Houfion Recyclers–The Heap **2** WEALTH: 2000G /3300G **3** MERITS: 5 (job) 4 (bounty)

4 TIME FRAME: Houfion Guild—After completing "Catch the Scrap Thief".

5 DESCRIPTION:

Monsters have been terrifying residents in town at night. Wait until evening, then slay the monsters. Be careful! This job begins as soon as you take it!

To cause this job to appear, you must leave and re-enter the Houfion Guild after having first completed the "Catch the Scrap Thief" job. As soon as you accept this job, time passes... day turns to night and you're sent out to the streets of Houfion. It doesn't take long for Jackal, the wanted monster leading the band of creatures who are terrorizing the people of Houfion, to appear. After choosing your battle party, defeat these ruffians to both complete the job, as well as earn the bounty on Jackal himself.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

OUTLAWCHECK

GRAVIS

1 LOCATION: **Romalia—The Heap** **2** WEALTH: **2160 G** **3** MERITS: **3**

4 TIME FRAME: **Houfion Guild—After defeating Gallarno, and before going to Romalia Skyport.**

5 DESCRIPTION:

After Gallarno's defeat, if you return to The Heap before meeting Chongara at the Romalian Skyport, you'll have a chance at capturing Gravis the wanted Corpse. If the greater number of enemies that now appear here cause you any problems, concentrate your efforts on defeating Gravis, then head out of the area. The other creatures are just gravy.

6 AREA MAP:

7 CRIMINALS:

RABID BAT x6

BLACK DRAGON x2

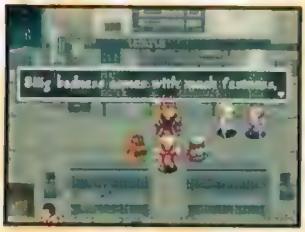
GRAVIS x1

HUNTED ALIVE

FORM APPROVED HG01 02-004-58602

STORYCHECK

HOSTILE TAKEOVER



If Chongara just didn't like beans so much, this might never have happened...

EVENT CHECK!

Romalia Skyport

Silver Noah

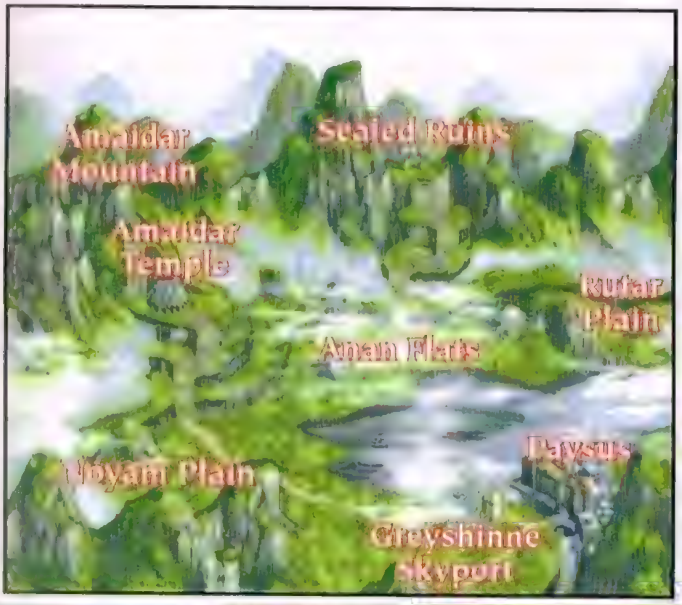
Operations Room

After teleporting to the Romalia Skyport from the Chimera Research Lab, speak to Chongara who's standing at the ticket counter. When he tells you of a disturbance in Greyshinne that needs your immediate attention, follow him outside to the hangar bays so that you may board the Silver Noah and hear more about the emergency. If you're worried about the Hien—don't. Chongara has already docked it aboard the much larger Silver Noah.

If you return to Houfion or the areas around it first, you will have the opportunity to perform some new jobs that are now available, as well as track down a few more wanted creatures (see the preceeding page). A point to be aware of—now that your characters are no longer working individually or in small groups, any battlefields you enter will take this into account and up the enemy rate accordingly.

In the Operations Room of the Silver Noah, you find out that Millmana is expanding their military into Greyshinne. Iga's home country will never succumb to Yagun and his troops! The leader of the Amaidar Monks will see to that! Further information reveals that Andel may be the mastermind behind this turn of events that will help bring about the "Martyr Plan". Arc offers a little more insight into the Martyr Plan in that he's heard that it includes erecting towers at locations throughout the world in order to revive something—but what that something is, he isn't sure of. With that, the Silver Noah makes its way to Greyshinne.

GREYSHINNE

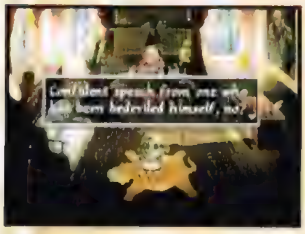


PAYSUS

WEAPONS & ITEMS SHOP	
Revival Dust	1000 G
Cure All	1000 G
Recover Fruit	400 G
Blood Herb	82 G
Rapier	1000 G
Light Ax	3000 G
Flail	1000 G
Iron Dagger	3000 G
Flame Trident	3000 G
Power Club	4000 G
Rod	1000 G
Claw	800 G
Leather Shoes	1500 G
Splash Cymbals	8000 G
Shot Whip	400 G
Sub Machine Gun	2000 G
Beat Attacker	1000 G
Fang	1000 G
Mask	20 G
Light Sickle	2000 G
Black Card	1200 G
Luck Beads	2000 G
Shotgun	10000 G
Cloth Wrap	800 G
Shoulder Guard	2000 G

STORYCHECK

THE 13TH WARRIOR—ACT 1



Yagun only said "bedeviled" here because his mind wandered to thoughts of deviled eggs...Mmmm.

Will you wear my cape and be my bitch?

EVENT CHECK!

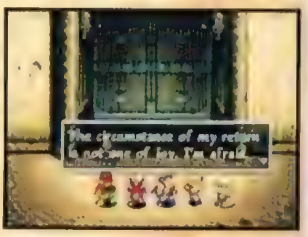
Yagun's Office

Amaidar Temple

Archmonk's Chamber

In light of Gallarno's recent misfortune, General Yagun, the head of Millmana's armed forces, warns Minister Andel to tread lightly or he may suffer the same fate. Completely unaware that Iga is returning to the Amaidar Temple, Yagun and Andel may be counting their chickens before they hatch in assuming that because the monks have no leader they will be an easy victory. Further discussion between the two sheds more light (or should that be "darkness"?) on the subject of the Martyr Plan... The towers that Andel is constructing will absorb the negative energy from those around them. This energy will then be used to allow the Sky Castle to rise from the ground, thus paving the way for the return of the Dark One. At this point, an officer enters the room and informs Yagun that the emissary from Greyshinne has arrived to negotiate a peaceful end to the conflict. The General's response... Kill the emissary and send his body back to Greyshinne as a message—that there will be NO peace!

Upon arriving in Greyshinne, rest up in Paysus and have your fortune told by the mysterious fortune-teller, then head west to the Amaidar Temple so you can address the Archmonk. He tells you that Millmana has conquered a bordering country and is currently gathering their forces to storm the neighboring city of Paysus. Before any further information can be shared, Sania the fortune-teller from Paysus barges into the Archmonk's Chamber. The self-proclaimed prophet claims to have important details on Millmana's military, but the cost of her sharing it is unacceptable—a look at the Amaidar Scripture, the holy scripture written by and for the monks of Amaidar. For reasons known only to the soothsayer, Sania is interested in learning the history of Amaidar and its previous Archmonk. Iga steps forward and tells her that one must complete the rigorous training of the Amaidar Temple, as well as be pure of heart, in order to view the documents. He then shuns her suggestion that he open the sealed scripture for her. Before she can ask again, one of the temple monks enters the chamber and announces that the King has arrived to meet with Iga.



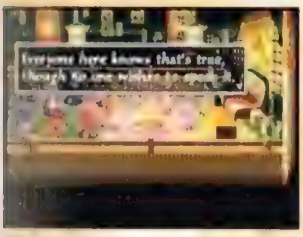
Iga tells the guard the distressing news...he couldn't find the key that will unlock the mask.

Sania gets left behind.

STORYCHECK

THE 13TH WARRIOR—ACT 2

"You must renounce your vegan ways, and enjoy a beefy burrito supreme with Yagun to make peace..."



Tosh finally airs the group's feeling that Iga needs some time with a woman...BAD.

EVENT CHECK!
Amaidar Temple
Archmonk's Chamber

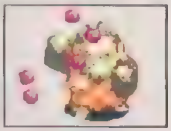
In the Proving Grounds of Amaidar Temple, Iga greets the King, and hears the favor his Majesty has traveled so very far to ask—that Amaidar surrender to the forces of Millmana! Can the King be so foolish as to believe General Yagun's false promise of safety for the people of Greyshinne? Even if he isn't, Millmana's cannon is not something the King wishes to face down, therefore the choices are limited to...well, one. At Iga's request, your group retreats to the Archmonk's Chamber to ponder what the King has just asked of him and the other Amaidar Monks.

When it seems that Iga is ready to throw in the towel, it's the newcomer Sania who steps forward and verbally smacks Iga to attention. The result is a renewed sense of faith within Iga...both in himself and that of his friends and country. When asked why she wishes to know about Amaidar and the Archmonk, Sania doesn't hesitate to tell you the reason...revenge! The mystic's parents were slain, and hopefully by learning more about the Archmonk that was defeated by Arc and the others, Sania can discover who commanded the evil imposter, and thus bring her closer to finally fulfilling her lifelong quest to avenge her mother and father's slaughter. With a word of caution, Iga agrees that since she has shown him the light, he too will help her get the information she seeks from the holy scripture. You then leave the Archmonk's Chamber for the Paysus library, where the scripture is kept.

PAYSUS HUNTERS' GUILD

If you need to earn some money, there are some bounty hunting jobs and a few Guild jobs that are available at the Hunters' Guild in Paysus.

WANTED



KIDO
Class: Red Monk
Reward: 2250 G
Sighted: Greyshinne
Special: Unknown

WANTED

BISHAMON
Class: Black Knight
Reward: 2250 G
Sighted: Greyshinne
Special: Explosion

WANTED

FLAME BROTHERS
Class: Flame
Reward: 2700 G
Sighted: Mt. Amaidar
Special: Holy Breath

WANTED

HELL SPAWN
Class: Death Druid
Reward: 2790 G
Sighted: Greyshinne
Special: Unknown

OUTLAWCHECK

BISHAMON

1 LOCATION: Greyshinne—Noyam Plain

2 WEALTH: 2250 G

3 MERITS: 3

4 TIME FRAME: Paysus Guild—After viewing the wanted posters.

5 DESCRIPTION:

Noyam Plain is the location in Greyshinne where you'll find this wanted creature hiding out—if you've been to the Paysus Guild previously and had a look at the posters tacked to its wall, that is. Upon the defeat of this foe, he'll drop his weapon, the *Whirlwind Edge*.

6 AREA MAP:

7 CRIMINALS:

BISHAMON x1

DEATH WIZARD x1

SOUL KNIGHT x5

FORM APPROVED: HG01-02-004-58602

OUTLAWCHECK

KIDO

1 LOCATION: Greyshinne—Noyam Plain

2 WEALTH: 2250 G

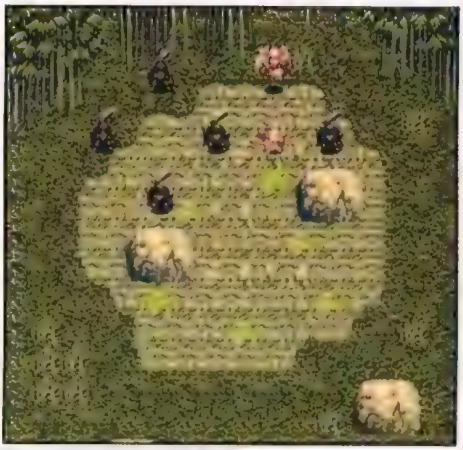
3 MERITS: 3

4 TIME FRAME: Paysus Guild—After viewing the wanted posters.

5 DESCRIPTION:

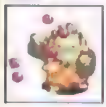
Like fellow criminal Bishamon, Noyam Plain is the preferred hiding spot of Kido, the wanted outlaw from the Paysus Guild. Since the two won't appear within the same battle, you'll need to enter the area at least twice to make good on the outstanding warrants of these creepy caretakers of the criminal creed.

6 AREA MAP:



7 CRIMINALS:

KIDO x1



DEATH WIZARD x1

SOUL KNIGHT x5

FORM APPROVED: HG01-02-004-58602

STORYCHECK

THE USUAL SUSPECTS

This godless bastard obviously has no appreciation for spiritual things...even stolen spiritual things.

Make your way across the World Map to the city of Paysus, which, if you haven't already been there, is located just east of the Greyshinne Skyport.

EVENT CHECK!
Paysus
Paysus Library

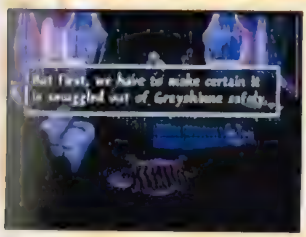
Once inside Paysus, enter the library and talk to the patrons on the first floor to find that someone has stolen something of importance. When you proceed upstairs to the second floor, the librarians confirm what you had feared—that the Amaidar holy scripture was the target of the theft! Your urgent search for the guilty party begins now.

Elc gets the 411 to take down the thief...sorta.

As you go to leave the library, Sania exclaims that she knows where the holy scripture is...sort of. She then pulls out her crystal ball and attempts to conjure up an image of the scripture's current whereabouts. It doesn't take long for an image of the thief to appear to her. Although Sania can't say for certain that he is still in Paysus, she feels strongly that the culprit is still somewhere within Greyshinne. Now that you have a pretty good description of who you're looking for, you're sent out of the library so that you may try to track him down.

STORYCHECK

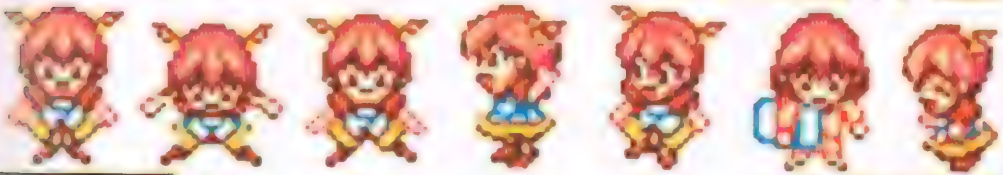
A TOUCH OF EVIL



Smuggling is always such a...dirty business...

Far away in Millmana, darkness envelops the office of General Yagun. The Dark One has arrived (now you know why they call him The Dark One). The General asks what good news the mysterious presence has for him, to which he's told that the Amaidar Scripture shall soon be in their hands. Since the scripture contains the secret to Millmana's power, General Yagun doesn't want Arc and the others to get ahold of it. Besides, he can use the Monks' teachings to train Millmana's army of monsters with it as well. As the light returns to his office, signifying that The Dark One has left, Yagun hints of another fiendish plot up his sleeve, but before revealing what it may be, the General erupts into maniacal laughter.

EVENT CHECK!
Millmana
Yagun's Office



STORYCHECK

SHAKEDOWN

Of course, he directs your attention to the one-armed man...

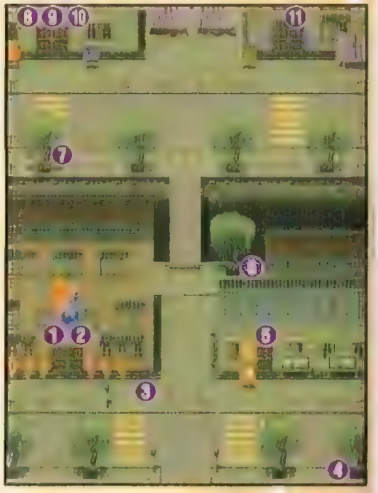
EVENT CHECK!

Paysus

Paysus Library

Meanwhile, outside the Paysus library you notice that the description Sania came up with may not be that helpful, as it seems to fit practically half the citizens of Paysus alone. To weed out the innocent, return to the second floor of the library and talk to the man next to the open cabinet where the scripture used to be kept—who incidentally also fits the description of the thief. After he tells you that he's a Hunter sent from the Guild to solve the crime, he asks that you go around Paysus collecting alibis from anyone who fits Sania's description. Once you have finished taking the suspects' statements, he'd like for you to return to the library and give him the results. Before leaving, ask the Hunter for his alibi when prompted, since he fits the description as well. With that out of the way, head out into the streets and buildings of Paysus to question the remaining citizens who match the composite of the thief about their whereabouts at the time of the crime. Including the Hunter upstairs in the library, there are a total of eleven people you'll need to ask for an alibi so you can complete your current task. They can be found at the following locations:

Suspect #1: Second floor of the Library (the Hunter)
Suspect #2: First floor of the Library, southeast corner
Suspect #3: Street, outside the Library
Suspect #4: Street, under the tree across from the Guild
Suspect #5: Hunters' Guild, against the eastern wall
Suspect #6: Street, hidden behind the Hunters' Guild
Suspect #7: Street, across from the Inn/Restaurant
Suspect #8: Restaurant, downstairs from the Inn
Suspect #9: Inn, to the west of the check-in counter
Suspect #10: Inn, in the northeast room
Suspect #11: Shop, behind the plant just inside the entrance



Once you've asked each of these eleven suspects for their alibi, return to the second floor of the Paysus library and talk to the Hunter again. Since the thief is no longer in the city, you'll now have to scour Greyshinne for him. With the Amaidar Temple, Sealed Ruins, and Greyshinne Skyport each ruled out for their own reasons, all that's left as potential hideouts are the Noyam and Rutar Plains and the Anan Flats. Knowing this, your next task will be to head out of Paysus to start searching these three locations. You may want to stop by some of the establishments within the city first, as they may have items, jobs, or services that could benefit you.

Time to make tracks outside of Paysus...

NOYAM PLAIN

As you enter the Noyam Plain after leaving Paysus, you witness the thief get his "reward" from one of Yagun's monsters as he turns over the stolen scripture. When asking nicely doesn't get you the holy scripture, it's time to take back what's yours by force.

ENEMIES:

SOUL KNIGHT x7

NOYAM PLAIN

If you return to Noyam Plain after the scripture encounter, you'll find the following enemies:

ENEMIES:

SOUL KNIGHT x5

DEATH WIZARD x1

ANAN FLATS

ENEMIES:

SOUL KNIGHT x1

DEATH WIZARD x5

RUTAR PLAIN

ENEMIES:

SOUL KNIGHT x2

DEATH WIZARD x4

JOB/OUTLAW CHECK

Play Cupid

1 LOCATION: Greyshinne–Paysus

2 WEALTH: 4000G /2790G

3 MERITS: 7 (job) 4 (bounty)

4 TIME FRAME: Paysus Guild—After finding the Amaidar Scripture.

5 DESCRIPTION:

A local client wishes to confess his love for a girl, but is too shy. He requests a Hunter to send a message for him, and is waiting at the Inn in Paysus.

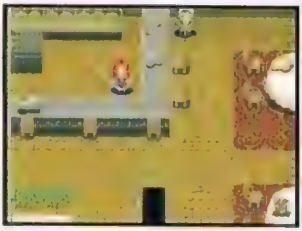
This job becomes available at the Paysus Guild as soon as you've won the Amaidar holy scripture back from General Yagun's monsters. Start it by speaking with the elaborately dressed man from Balbalard in the northeast room of the Paysus Inn. Apparently he's got an infatuation with the girl working at the counter of the restaurant downstairs, but is too shy to tell her himself. Answer *Yes* when he asks you to help him, then head to the restaurant and tell the object of his affection of his feelings. Unfortunately you must bring him back bad news. The girl's parents think that she is too young to marry, but they may reconsider if any would-be gentlemen callers were to offer the jewels from the monsters at Anan Flats as a gift. When the client asks you the inevitable—will you get the jewels for him, answer, *Sure*. Why not? You ARE a Hunter. So it's off you go to Anan Flats, located in central Greyshinne, to do his dirty work. As soon as you enter the Flats, you'll see that the keeper of the treasure you seek is none other than Hell Spawn, the Death Druid wanted by the Paysus Guild. With his defeat not only do you fulfill the necessary requirements for collecting his bounty, but you also receive the jewelry you came here for in the first place.

Back in Paysus, give the jewelry to the man in the northeast room of the Inn so that he can win over his love. Next stop—the Paysus Guild to collect quite a handsome reward.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

"Man, these rooms suck..."



This somewhat homely desk clerk is the object of the visitor's affection...

7 CRIMINALS:

ARCH KNIGHT x5

HELL SPAWN x1

JEWELRY

STORYCHECK

BY THE POWER OF GREYSHINNE!

Which is the Amaidar way of saying "we're not worthy, we're not worthy!"

"Hey! Are you calling me fat?"

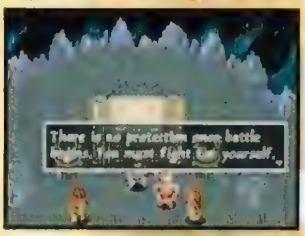
EVENT CHECK!

Greyshinne

Amaidar Mountain

With the scripture of the Monks now safely in Iga's hands, climb to the top of Amaidar Mountain and enter the area where the sacred altar is, so that you may break the seal on the holy writings. As Iga places the scriptures on the altar, the Earth Guardian appears and tells him that no one suitable to receive its power has been found in Amaidar. With all that Iga has achieved so far, what further requirement could possibly be needed for him to attain the power of the scriptures? The answer? A simple question...Since the power is so great that it brings with it the ability to destroy the world, as well as the risk of instant death, should it prove too much for the chosen one to absorb, the Earth Guardian must ask if this is truly what Iga wishes to bear before bestowing on him the "Amaidar Fist"—the power of the Amaidar holy scriptures themselves. Without hesitation, nor a second thought, Iga tells the Guardian that protecting his people must come before his personal safety, and as such he must take this risk. With this, the Earth Guardian chants the words that could be the difference between life and death for the strongest of the Amaidar Monks...*success!* As a result of this merging between man and divine power, Iga is now forever bound to be the protector of the Amaidar lands—a role he accepts wholeheartedly, with both pride and honor.

After a final word from the Earth Guardian on how the balance of the world is tipping towards the side of evil, Sania is told the information she's been seeking all these years—that the Archmonk who had a role in taking her parents from her came here under the order of General Yagun. Since you fulfilled your end of the agreement, the fortune-teller upholds hers by telling you that the Millmana Forces are amassing just south of Paysus. As you leave Amaidar Mountain, Sania asks that she may join your party in a more permanent fashion now that you share a common foe.



Arc possesses a keen sense of the obvious.

STORYCHECK

RUN FOR THE BORDER

Tosh and the gang pass time in the forest re-enacting Custer's Last Stand.

Once you've returned to the World Map, make your way to the southern border of Greyshinne (this area is entered via the "To Border" selection just south of the Greyshinne Skyport).

From the cover of the tree line, you see that the Millmana Forces have completely sealed the border. Ever the impatient one, Tosh bursts from his hiding place and bum rushes the troop encampment. It doesn't take the soldiers long to recognize him.

EVENT CHECK!

To Border

Greyshinne Southern Border

Yagun's Office

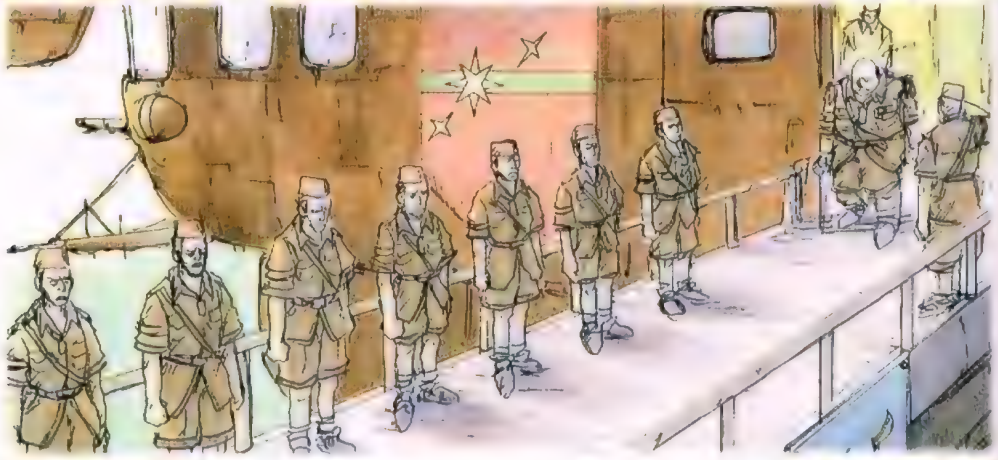
Greyshinne Southern Border

Over in Millmana, General Yagun is informed that Arc and his friends have arrived at the Greyshinne border. Excellent...these nuisances will be a splendid target to demonstrate to the citizens of Paysus that the Death St...er, Train Cannon Graunoln is now fully operational. That his own troops will be killed in the blast as well is irrelevant in the mind of this power-mad tyrant.

Yagun inadvertently hints at his roots as a carnie.

Tosh, ravenous with hunger, makes a big boo-boo looking for honey.

Back at the border, Tosh taunts the troops as the others watch from a safe distance. When the order comes through that Arc must be killed at all costs, the troops transform into the hideous creatures they truly are. It's at this point that Arc and the others come out of hiding to help their short-tempered friend.



BATTLE AT THE BORDER

During the first battle turn of this encounter, the targeting device of the Graunoln Train Cannon will lock onto one of your characters. Once this happens you'll have *exactly* one full battle turn from the last party member you accessed to move anyone within the crosshairs out of harm's way, for after this the cannon fires, causing massive damage to anything within its sights—be they friend or foe. The targeting will continue for the duration of the encounter. You can use this to your advantage by luring your enemies into the cannon's range. The battle ends when your last foe falls.

ENEMIES:

SOUL FLAME x4

SKELETON KNIGHT x5

STORYCHECK

SANIA SPILLS

Sania recalls her first cattle-call audition.

With the camp now destroyed by Yagun's own madness, Arc and the others can't believe that someone would sacrifice his own men willingly to carry out a personal vendetta. Hearing that, Sania lets it slip that she knows more of General Yagun than she had previously let on. Being originally from Millmana, she describes to her new friends a time before the evil General came to her land...a time when her country was as peaceful as the neighboring Greyshinne. But that time is no longer; that happy time ended with the slaughter of more innocent people than she cares to remember—her parents included! It was only because of their intuition, which led to Sania being hidden away, that the young fortune-teller is still alive today. Though the names and circumstances are different for each of them, Arc and the others all have a similar story driving them towards their common goal. With this, Sania is welcomed into the fold.

STORYCHECK

EXCITEMENT CITY

The King is not a happy camper. He's actually, not a happy hiker or spelunker, either. Royal guards hate doing anything outdoorsy with him, as a matter of fact.

EVENT CHECK!

Archmonk's Chamber

Paysus Library

With Yagun's forces decimated by his own Graunoln Cannon at the front, Iga returns to Amaidar Temple.

The King enters the Archmonk's Chamber, outraged that the Master Monk has stood up to Millmana. Though Yagun's propaganda has worked on the King, as he feels that taking this path can only lead to the destruction of Greyshinne, Iga feels confident that the opposite is true—and that their deeds may inspire other countries to do the same. One country may not be able to prevail against Millmana and General Yagun, but if several come together, then even the impossible becomes possible.

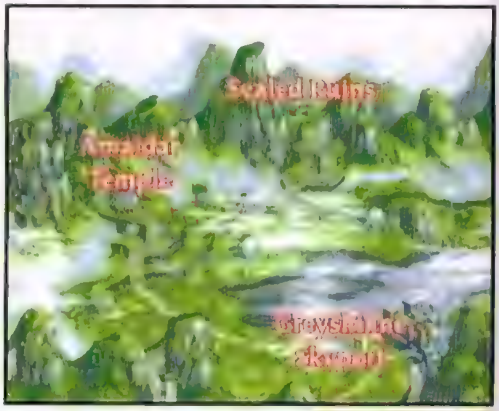
At this time, over in the Paysus library, the others are gathered around a table, watching as Sania uses her talents to determine the source of the power for the Martyr Plan. The medium senses that both Brakia and Forles are countries from which the main source of power is being derived. Now that you've been given this information, no matter how vague it is, you'll at least have a starting point from which to begin your searches. Iga then arrives and fills you in on his discussion with the King, and of his hopes that the people of Greyshinne can be rallied together against the Millmana Forces, giving you more time to proceed with your quest to stop the three remaining Generals. To try to throw a monkey wrench into their Martyr Plan, your first stop should be Lieza's homeland of Forles, followed by the country of Brakia.

Is the sexual tension between Shu and Shante THAT obvious?

At this point the Greyshinne Skyport will reopen, allowing you access to the Silver Noah. Before you leave Greyshinne, however, there are a few things you may want to take advantage of prior to boarding the airship.

ODDS AND ENDS BEFORE DEPARTING

Before you leave Greyshinne, this would be a good time to familiarize yourself with the Proving Grounds at Amaidar Temple as well as the Sealed Ruins. The Proving Grounds provide survival mode and time attack tests of your party's strength, and the Sealed Ruins offer more fine dungeon crawling.



Even if you don't need to gain levels, it's recommended that you at least blast through the Sealed Ruins, because there is another of Diek's power units hidden within.

AMAIDAR TEMPLE PROVING GROUNDS—SURVIVAL TRAINING

Select five party members (monsters are not eligible), then fight a never-ending barrage of enemies to see how many you can defeat. An **Anti Hemo-ji+7** is awarded for placing at least fourth in number of kills.

ENEMIES:

GHOST KNIGHT

BLACK DRAGON

ASSASSIN LORD

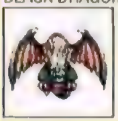
AMAIDAR TEMPLE PROVING GROUNDS—TIME ATTACK

Select five party members (once again, monsters are not allowed), then attempt to defeat a group of six enemies in as little time as possible. As with Survival Mode, your performance is ranked upon completion.

ENEMIES:

GHOST KNIGHT

BLACK DRAGON



ASSASSIN LORD

THE SEALED RUINS

Upon approaching the doorway to the Sealed Ruins (located to the north of the Rutar Plain), Dickbeck's Power Units are detected and you are permitted entrance. Party selection occurs as soon as you pass through the door. Buried nine levels deep, these Ruins work in the same manner that the Sealed Ruins on Yagos Isle did in that you progress downward to the lower floors, battling groups of monsters on each. Any floors cleared will remain that way for the duration of your visit to this area. If you need to replenish your energy, a Guardian's Force Fountain can be found on RUINS B4.

RUINS ENTRANCE

START

RUINS B1

RUINS B2

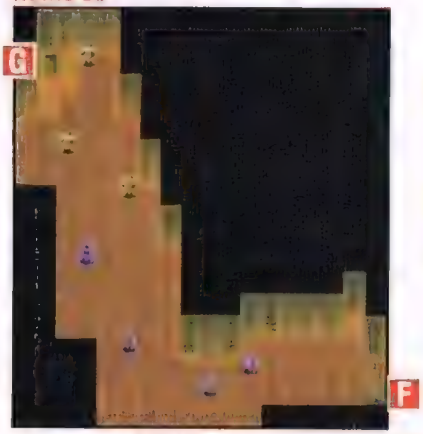
RUINS B3

ITEM!
1 Garland
2 Blood Bomb
3 Cure-All
4 Recover Fruit
5 Skull Mask
6 Magic Sprig
7 Magic Apple
8 Power Unit 06
9 Elven Cloak
10 Borak Knife
11 Earth Charm
12 Magic Guard
13 Water Staff
14 Power Unit 07

RUINS B4

RUINS B5

RUINS B6



ENEMIES:

GHOST

EASY ENEMIES

LIVING ARMOR

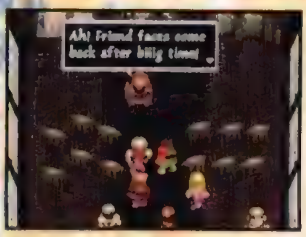
HARD ENEMIES

RUINS B7

RUINS B8

STORYCHECK

DRIVER, DOES THIS BUS STOP AT...



Another broken-English meeting with Chongara.

EVENT CHECK!
Silver Noah

Once you've done all that you wish to do in Greyshinne, and have boarded the Silver Noah, Chongara gives you a brief rundown of the many lands now open for you to explore. From a reminder of the training to be found at Amaidar Temple in Greyshinne, to a tip that Brakia and Forles each hide one of the towers you now seek, Chongara shares with you many useful bits of information (to bring up the option for returning to normal gameplay from the large World Map that is shown while you listen to Chongara discuss any of the locations you choose on it, press the ⓐ button).

Note: Upon boarding the Silver Noah from this point on, you will also be given the choice of entering the airship. Doing this allows you to speak with Chongara, who is stationed in the Operations Room. By talking to him, you'll be able to view the Monster Book and World Map.

This probably means the Silver Noah is ready to take off.

After telling Chongara that you're ready to go, the entire known world is now open to you. Though the towers in Brakia and Forles are your primary targets, there are a number of interesting places you can now visit if you want to pretend that the world doesn't hang in the balance for a little while.

YAGOS ISLE

Stopping here may be beneficial, as you'll be able to distribute the experience Dickbeck had collected during the sections where he was a party member via Doctor Vilmer's EXP apparatus. ***Along with that, you can also trek back into the Sealed Ruins here to get those chests in the hidden rooms on floors three and eight by way of Gogen's level three Teleport spell.*** As if that isn't enough, don't forget that there's also a Combine Shop on the Isle.

EAST ALDIA

If you return to Shu's home country you'll find there are several jobs waiting for you at both the Prodias and Indigos Guilds. If you hate spending all that extra time raising the levels of your weapons, armors and items, keep in mind that the Prodias Smith can do this for you—at a price.

SEIRYA

Though you must land at Touvil Quarry, it's only a brief stroll to the Sabatico Shrine where Kukuru will teleport you to Palencia whenever you'd like. She'll even give you a Leaf's Bead each time so that you may return to her when you're through. The Palencia Guild has a decent flow of work, including bounty jobs, so stopping here won't be something you'll regret. Plus it's always nice to drop in on Kukuru...she must get lonely being there all by herself. Each visit she's a little less hot...poor thing.

GREYSHINNE

Remember that you can always return here to train at the Amaidar Temple. The Proving Grounds, which provide survival mode and time attack battles, is a great place to test your party's strength.

ALATOS

The main draw in Alatos is Chongara's Shop. While technically not a shop (you don't actually buy anything there), you can get a lot of very useful items there. Other attractions include the town of Gazalla and a battle area where you can find another of Chongara's Guardian Forces. Did we also mention that Alatos is home to one of the famous Sealed Ruins—fully stocked with monsters and treasures to help keep you occupied while you visit? And last but not least, who could forget the ever-popular fifty-floor-deep Forbidden Ruins? Most world travelers already know what you'll discover: time spent in Alatos is well spent, indeed.

CLENIA ISLE

The small island where you met Gruga boasts bounty work, the Clenia Arena, and the Time Forest, which gives you the opportunity of gaining another supremely awesome secret party member.

NIEDEL

Niedel Arena, home to the once-famous Wind Orb Tournament, is now open to lesser competitions in which you can earn valuable Seum Medals. Along with the arena, the accompanying village of Misro has a small Hunters' Guild where you can find some extra work should you need it.

ZARIBAN

A stop to visit your old pal the Water Guardian can net you yet another Guardian Force, and the Guild in the sandy town of Elzark has a job for the taking.

JOBCHECK Exterminate Weapons Thief

1 LOCATION: Prodias Guild—Prodias Smith | **2** WEALTH: 1000 G | **3** MERITS: 4

4 TIME FRAME: Prodias Guild—After getting use of the Silver Noah.

5 DESCRIPTION:

The Prodias Smith is rumored to be a break-in target. Client requests Hunter protection. Meet the owner at the shop counter to begin job.

This job is waiting for you at the Prodias Guild once you gain free roam of the entire World Map. Once you've accepted this job, head next door to the Prodias Smith and talk to the man at the counter. In order to begin your work of catching the thief that's tormenting him, answer *Yes* when asked if his brief explanation of what he wants you to do was clear. As night falls and you're keeping watch over the shop, a loud crash from upstairs signals that it's time to earn your pay. When you spot the burglar—he makes a break for it! Through the upper rooms, out the window and across the rooftops you chase the bandit, until he runs himself into a dead-end. Of course he doesn't make it easy for you by coming along quietly. Nooo, he has to summon four Gas Clouds to try and make a scene! These clouds come with the ability to cast Petro Wind, a spell which turns any character hit by it to stone, so be careful not to group your party members too close together. This job is deemed a success once you've defeated all the thieves.

Once this job has been performed, if you return to the Prodias Smith you can access a hidden shop. To get to the shop, climb the stairs on the other side of the door at the top right corner of the Smith Shop, then pass through the next door to be automatically taken to the upper level. What this previously inaccessible shop lacks in quantity, it more than makes up for in quality.

FORM APPROVED HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

8 PRODIAS SMITH HIDDEN UPPER LEVEL SHOP:

UPPER LEVEL SHOP	
Platinum Edge	2250 G
Light Spear	1125 G
Staff	2000 G
Steel Claw	4500 G
Tommy Gun	11250 G

JOBCHECK

Slay the Monster

1 LOCATION: **Prodias—Yagos Isle** **2** WEALTH: **3000 G** **3** MERITS: **8**

4 TIME FRAME: **Prodias Guild—After getting use of the Silver Noah.**

5 DESCRIPTION:

We received a cryptic message from a long-time client. They asked that a Hunter slay a monster, but said that full details would be supplied in Apartment 2.

Like "Exterminate Weapons Thief", this job is also waiting for you at the Prodias Guild once you can use the Silver Noah to roam the World Map. From the Guild, make your way to Elc's Apartment Building and when prompted, choose *Go to Apt 2* to enter the apartment next door to Elc's. Inside, Hope, the woman who usually seems depressed, asks you to kill her. Just when you think things couldn't get anymore confusing, her "guard", Alven, makes an appearance. Amidst questions from him, Hope asks you to return this evening, when there'll be a full moon. (Oooh kids...spooky!) When you return later that night, you'd swear you were at a screening of the new horror flick "An Aldian Chimera in Prodias". A creepy monster appears over Hope's head that Elc immediately recognizes as a Chimera. Big problem! If you kill the Chimera, Hope may die as well. Is there no hope for Hope?! As the monster taunts Elc, Hope struggles with all the mental ability she has left to draw the evil being back inside her—for now!

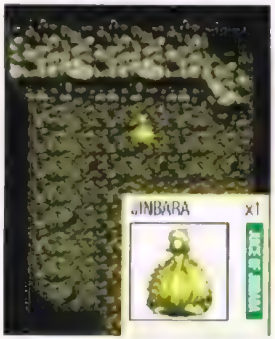
After she is put to bed to rest, and Alven leaves the room, Hope confides in you. Since you have the White House in common, perhaps you could help her. The only thing that can stop the monster at this point is Doctor Vilmer, who she had heard escaped the lab shortly before her. Luckily, you know just where to find him. So, after telling Alven of your intent, and grabbing a quick nap, leave Aldia via the Silver Noah and get your butt over to Yagos Isle to see Doctor Vilmer.

As soon as you arrive at Vilmer's Research Laboratory, the Doctor listens to what you have to say, and lets you know that the second stage of her transformation has begun. He goes on to say that there may be a way to save Hope. North of Yudo Village is the Jinbara Tube. If you can bring back the juice of the Jinbara, he may be able to mix up a potion that will stop her from becoming a C-class monster.

Out on the Isle World Map, make your way around the bluffs to the northeast, where you will find the Jinbara Tube Vilmer spoke of. Inside is the plant whose juice may restore Hope. Though it has the Hit Points of a boss, this specimen of Yagos Isle flora doesn't pack that much of a punch. With its defeat, you receive the Juice of Jinbara. Return this to Vilmer and within moments he'll turn it into the cure for Hope. Leave Yagos Isle once you have the potion and bring it to Apartment 2 in Prodias. Though you're in time to save Hope from harm, sadly the same can't be said for Alven. After a night's rest for everyone involved in this unfortunate incident, head over to the Guild to collect your reward.

6 AREA MAP:

Elc needs to do this job in record time, or things are gonna get uglier... fast.



Under the influence of the Chimera, Hope mistakes her loved ones for Amway salesmen.

FORM APPROVED: HG01-02-004-58602

JOBCHECK Indigos Escort

1 LOCATION: **Prodias Guild—Aldia Bridge** **2** WEALTH: **3500 G** **3** MERITS: **6**

4 TIME FRAME: **Prodias Guild—After getting use of the Silver Noah.**

5 DESCRIPTION:

This job is the third and final job awaiting you at the Prodias Guild once you have the ability to return to it via the Silver Noah. Upon taking this assignment, leave Prodias and travel southwest to Aldia Bridge. Enter this area to meet the client, Lunacius, who's afraid of being rolled by Ax Master Marg and the rest of the Dark Crown bandits as he crosses the bridge. According to Shu, the Dark Crown bandits have no control of the land to the south of Aldia Bridge, as that's the turf of the Dark Serpent bandits. Midway across the bridge, the Dark Crown bandits make an appearance. Oh well! So it won't be as uneventful as you'd hoped. It's not like you're afraid to get your hands dirty. Just before you dig in, Lunacius tells you that if you take out Marg, the rest of his gang will scatter. This job will be considered a success once you've done away with Ax Master Marg and his minions—while protecting Lunacius, of course.

7 CRIMINALS:

MARG x1 FIGHTER x3 ROBBER x3

6 AREA MAP:

FORM APPROVED: HG01-02-004-58602

JOBCHECK Indigos Jewelry Robbers II

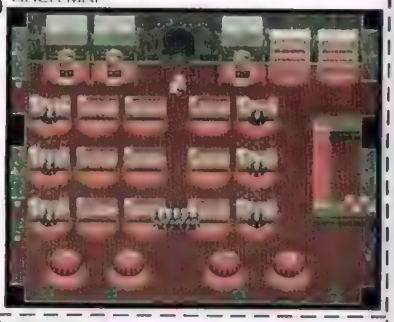
1 LOCATION: **Indigos Guild–Indigos Jewelry Shop** **2** WEALTH: **6000 G** **3** MERITS: **12**

4 TIME FRAME: **Indigos Guild—After getting use of the Silver Noah. The job "Indigos Jewelry Robber" must have been completed.**

5 DESCRIPTION:

If you completed the job "Indigos Jewelry Robber" (page 177) back towards the game's start, head to the Indigos Guild once you have free access to the Silver Noah to find this job waiting for you. After accepting it, enter the Indigos Jewelry Shop and speak to the woman at the counter. Answer *Okay!* when she asks if you're ready to begin your shift as night watchman. The object of this job is to defeat the monsters before they escape through the hole they blew in the rear wall with any stolen jewels. The difference between this and "Indigos Jewelry Robber" is that there are more thieves to stop this time around. There are many foes, so select only your best characters (though you won't have a choice about Ele and Shu, as they are mandatory members of this battle). Otherwise, you run the risk of a lower reward, should any get away...or worse, a failure. In order to complete this job, you must defeat the Golem Master and the last three Iron Golems that he sent to block you rather than steal jewelry. Blocking the hole in the rear of the store with your strongest character is a good way to contain the mayhem. As with the "Indigos Jewelry Robber" job, your earnings are based on how many of the thieves you stopped.

6 AREA MAP:



7 CRIMINALS:

IRON GOLEM x9 GOLEM MASTER x1

FORM APPROVED: HG01-02-004-58602

JOBCHECK

Catch the Slasher

1 LOCATION: **Prodias Guild—Aldia Bridge** **2** WEALTH: **4000 G** **3** MERITS: **8**

4 TIME FRAME: **Prodias Guild—After the "Indigos Escort" job has been successfully completed.**

5 DESCRIPTION:

A slasher has attacked numerous people on Aldia Bridge recently. Our client has requested a Hunter to stop him.

As with "Mysterious Job Interview" (page 453), this assignment becomes available at the Prodias Guild as soon as the "Indigos Escort" job has been successfully completed. At first this one seems pretty straightforward. Head out of Prodias to the Aldia Bridge, and once there, choose a lone character to act as a decoy so you can lure the slasher out. Then when he shows himself, catch the thug with your battle party. The problems start when the slasher, a Soul Knight, casts a silence field around your decoy so that no one will hear any calls for help—including the rest of your party, who are hiding out of sight in the darkness further back on the bridge. Due to this, your decoy is on their own! Hope you picked a good one! Another rather unpleasant side effect of the field that you may notice, is that you will not be able to cast any magic. So if you need to heal, you'll have to rely on your items. This job is completed to the satisfaction of the Guild when your decoy character has seriously wounded the slasher, causing him to break the field so you can get him help. At this point the slasher gives you a sob story about a sick daughter, and how he was killing to get blood for a potion to heal her. You're now faced with a tough decision... Do you *Take him in* to the Aldia Police, or *Let him go*? Know that your reward from the Guild, including Merit Stars, will be cut in half if you choose the wrong answer. If you decide to *Let him go*, you realize you made the wrong choice when you hear him yell *"Suckers!"* as he runs away.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

SOUL KNIGHT x1

OUTLAWCHECK

TIANUS

1 LOCATION: **Prodias Guild—Vacant House** **2** WEALTH: **2025 G** **3** MERITS: **3**

4 TIME FRAME: **Prodias Guild—After getting use of the Silver Noah, and viewing the wanted posters.**

5 DESCRIPTION:

Now that you're back in East Aldia, take a stroll over to the Vacant House. Along with the normal run-of-the-mill squatters, in the first room of the east wing you'll find Tianus, one of Prodias' most wanted. Not wanting to move, as apparently he's become accustomed to the cheap rent, Tianus decides to try his luck against you in battle. Bad move—even WITH his band of freeloading mutants.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

TIANUS x1

BLOOD FIEND x1

NECROMANCER x2

OUTLAWCHECK

BALZACK

1 LOCATION: Prodias Guild—Lost Forest | 2 WEALTH: 1755 G | 3 MERITS: 2

4 TIME FRAME: Prodias Guild—After getting use of the Silver Noah, and viewing the wanted posters.

5 DESCRIPTION:

Now that you can travel between countries freely, head over to West Aldia and re-enter the Lost Forest. Towards the end of this maze of trees, you'll find your wanted magician. Under the guise of the Guardian of the Forest, he's been hiding here from the authorities in Prodias. To get him to admit to his true identity, ask him *Who are you?* when he asks what you want to know. The encounter begins moments later.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

BALZACK x1

PAYDIRT

JOBCHECK

Find Ancient Treasure!

1 LOCATION: Palencia Guild—Palencia Castle Ruin | 2 WEALTH: 4000 G | 3 MERITS: 5

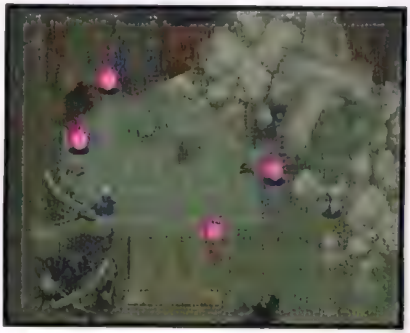
4 TIME FRAME: Palencia Guild —After getting use of the Silver Noah.

5 DESCRIPTION:

Once the World Map becomes yours to travel as you may, return to Seirya, then make your way to the Palencia Guild to accept this job. Once you do, speak to the elderly gentleman by the pool tables next door at the Palencia Bar. He asks that you retrieve a family heirloom from the ruins of Palencia Castle. Head out of Palencia to the east and enter Palencia Castle Ruin. To the right, across the bridge, and down the stairs you'll find the remains of the warehouse the old man spoke of. After a brief misunderstanding with the warehouse's current inhabitants, search the rubble to the east (watch out for the exit; if you stumble into it while looking around, you'll need to re-enter the basement and fight the battle you just finished over again) to find something of importance—an Ancient Letter. While not exactly the trinket described by the client, it's all that seems to be here. After returning to the Palencia Bar and giving the elderly client the letter, the job will be considered complete.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:



7 CRIMINALS:

SOUL FLAME x4

DARK WRAITH x2

JOBCHECK Find Ancient Treasure II

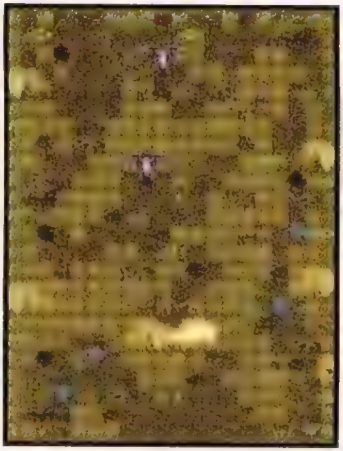
1 LOCATION: Palencia Guild—Quina Hill | **2** WEALTH: 6000 G | **3** MERITS: 6

4 TIME FRAME: Palencia Guild —After completing the job "Find Ancient Treasure!"

5 DESCRIPTION:

Upon completing the "Find Ancient Treasure!" job, the Palencia Guild is again contracted by the elderly gentleman. Deja vu may set in once you accept this job, as it's very similar to its obligatory predecessor. Begin by talking to the old man in the Palencia Bar, then head out of town to look for the treasure once you've gotten the new details on what he's looking for. From the letter, you get a riddle that when solved will provide you with the location of the treasure. That riddle goes as follows... "Quina Hill, from the skull under the tree... Castle 4 Out 2 Sand 1 Ghost 7 Out 5 Sand 2 Ghost 4. Under the corpse of the crow." Hmmm... What could all that mean? Taking it one step at a time, start your search at Quina Hill to see if anything there fits the second part of the description. As soon as you step one foot inside Quina Hill you're attacked by the local wildlife. After thinning the herd, skip right to the final part of the riddle and inspect the fossil of the crow at the lower right corner of the battlefield. Voila! You found what the old man wants! It's his "Ancestor's Treasure". Bringing the heirloom back to him at the Palencia Bar wraps up another job with honors. If you speak to the old man again afterwards, for 1000 G, he'll offer you part of the treasure that he doesn't have any use for, an *Illusion Robe+0*.

6 AREA MAP:



7 CRIMINALS:

OUTLAWCHECK KIBA

1 LOCATION: Palencia Guild—Quina Hill | **2** WEALTH: 2115 G | **3** MERITS: 3

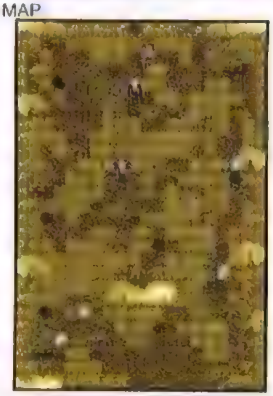
4 TIME FRAME: Palencia Guild—After getting use of the Silver Noah, and viewing the wanted posters.

5 DESCRIPTION

Upon returning to Seirya in the Silver Noah, talk to Kukuru at her Shrine to be teleported to Palencia. From there, head west out of the city to Quina Hill where you'll find Kiba, one of the Palencia Guild's five most wanted. Upon his death, you'll be able to confiscate his weapon, the *Wing Spear*.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP



7 CRIMINALS:

JOBCHECK Vengeance Assistance

1 LOCATION: Palencia Guild—Palencia Castle Ruin **2** WEALTH: 6000 G **3** MERITS: 7

4 TIME FRAME: Palencia Guild —After completing the job "Find Ancient Treasure II".

5 DESCRIPTION:

After wrapping up the job "Find Ancient Treasure II", the Palencia Guild will offer up this new assignment. The client, a young boy, can be found in the central room at the Palencia Inn. Talking to him reveals that the man he wishes to kill always travels with an entourage of armed soldiers. This makes taking a shot at the desired target difficult, as he may hit one of the soldiers instead. This is where you come in...if you were to distract the soldiers so that they left the target for even a short time, the boy could get a clean shot at revenge. When the scene shifts to the Palencia Castle Ruins, the boy approaches his mark, informing him of his intent. This is your cue to make a move. The mere sight of your party scares not only the guards off, but the prey as well. Luckily for you, they run in different directions, with the boy's target heading into the Basement Warehouse, where he transforms into a Blue Phantom and summons several Will 'o Wisps to his side. Since this is no longer the one-on-one battle the boy wished it to be, it's up to you to even up the odds. The encounter ends after you seriously injure the Blue Phantom. Now that it's more of an even match-up, thanks to your help, the boy can finish what he's waited for so long to do. Though some may balk at what you just took part in, the life of a Hunter isn't always pretty. All that's left for you to do now is head to the Guild to pick up your blood money.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

OUTLAWCHECK GIA

1 LOCATION: Palencia Guild—Raus Plain **2** WEALTH: 3600 G **3** MERITS: 5

4 TIME FRAME: Palencia Guild—After getting use of the Silver Noah, and viewing the secret poster.

5 DESCRIPTION:

While in Seirya, you might also want to take a look inside the Raus Plain. Here you'll find the nesting grounds of Gia, the Black Dragon whose wanted poster was hidden behind a movable plant in the Palencia Guild. Killing this creature nets you a sizeable profit.

FORM APPROVED: HG01-02-004-58602

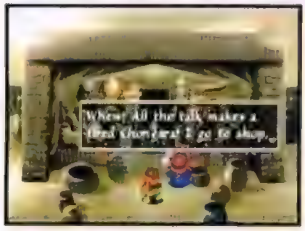
6 AREA MAP:

7 CRIMINALS:

GAZALLA

GAZALLA WEAPONS & ITEMS SHOP					
Revival Dust	1000 G	Power Club	4000 G	Mask	20 G
Cure-All	1000 G	Rod	1000 G	Light Sickle	2000 G
Recover Fruit	400 G	Claw	800 G	Black Card	1200 G
Blood Herb	82 G	Leather Shoes	1500 G	Luck Beads	2000 G
Rapier	1000 G	Splash Cymbals	8000 G	Shotgun	10000 G
Light Ax	3000 G	Shot Whip	400 G	Cloth Wrap	800 G
Flail	1000 G	Sub Machine Gun	2000 G	Shoulder Guard	2000 G
Iron Dagger	3000 G	Beat Attacker	1000 G		
Flame Trident	3000 G	Fang	1000 G		

MORE TREASURE THAN YOU CAN SHAKE A STICK AT



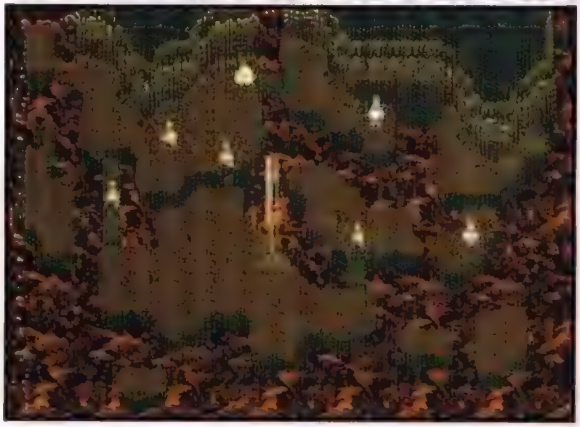
Chongara doesn't seem to get tired hearing HIMSELF talk, though. Hmmm...

While not a required stop just yet, there are several good reasons to land the Silver Noah in Chongara's homeland of Alatos before you continue on to Forles or Brakia. These include: Gazalla, Chongara's Shop, Azenda Highlands and the Sealed Ruins.

Though Gazalla isn't exactly brimming with activity—yet—this town does have a shop should you need to restock before trying your hand at either of Alatos' ruins.

AZENDA HIGHLANDS

Any desire to leave this battlefield prematurely can be done by ending a character's turn on the sunlit rope found at the south central point on the map.



After concluding the battle, rather than returning up your rope to ground level, make your way across the wooden bridge to the north on the battlefield. There's a small cave there where the Light Guardian resides. Inside this cave, along with the Light Guardian, is Rai-jin, another of Chongara's Guardian Forces. Along with a word of caution about the fate of the world, the Guardian gives his blessing that you take Rai-jin with you for the remainder of your travels. ***As an added note, once you get Rai-jin's counterpart, the Guardian Force Fu-jin, to join your party, the two can make use of their shared Furaiha spell. To allow this spell to be cast, bring both Guardian Forces into battle with you, and place one on each side of a single enemy. The resulting spell causes them to combine their elemental powers in the form of a foe-crushing wind attack.***

ENEMIES:

KING HEMO-JI x1	COCKATRICE x2	POISON IVY x4

OUTLAWCHECK

GAUCROW

1 LOCATION: Alatos—Azenda Highlands

2 WEALTH: 2250 G

3 MERITS: 3

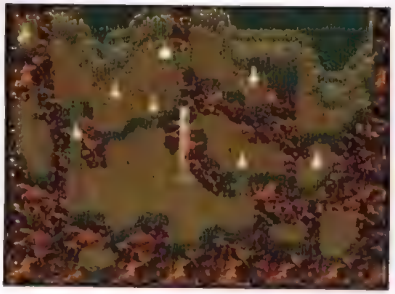
4 TIME FRAME: Forles Guild—After getting use of the Silver Noah, and viewing the wanted posters in Forles.

5 DESCRIPTION:

Hidden deep inside the Azenda Highlands, far away from the land he's wanted in, sits Gaucrow. Forles' renegade Roc thought that by holing up in a different country he'd be safe from Hunters—he was wrong. Pluck this bird's feathers, then head to the nearest Guild to get your earnings.

FORM APPROVED HG01-02-004-58602

6 AREA MAP:



7 CRIMINALS:

OUTLAWCHECK

QUEGER

1 LOCATION: Alatos—Forbidden Ruins

2 WEALTH: 2925 G

3 MERITS: 5

4 TIME FRAME: Misro Guild—After getting use of the Silver Noah, and viewing the wanted posters in Niedel.

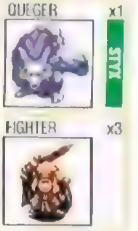
5 DESCRIPTION:

Though his wanted poster in the Misro Guild mentions only "Ruins" as his last known whereabouts, you can find Queger in his favorite hangout, the Forbidden Ruins in Alatos (who'd have thought that a criminal would want to go somewhere "forbidden"?). Shortly after entering these ruins, you may run into the Killer Wolf on Basement Level 1. Kill him and his entourage of Fighters to earn yourself an easy bounty.

FORM APPROVED HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:



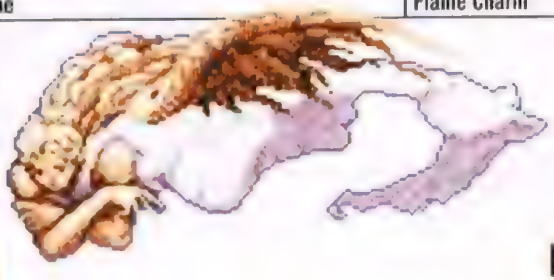
THE FORBIDDEN RUINS

Those of you who played ***Arc the Lad*** inside and out will remember these ruins well. Fifty floors deep (that you know of), working as one continuous battle, it's enough to cause even the mighty to fall. If you think you're up to the challenge, head to the dark depths of this monstrous dungeon—the experience, treasure and bragging rights will be well worth it.

Some sage advice...before entering the Forbidden Ruins, gather the Romancing Stones One through Four from Chongara's Shop (see page 338) if you got them in ***Arc the Lad*** and converted your data. Then use the Combine Shop on Yagos Isle to create the single Romancing Stone from them. Equip this on the character you'll be bringing into the dungeon with you to act as a healer for their magic cost to be reduced to zero. Something else that makes this go-round in the Forbidden Ruins easier than when you traversed it in ***Arc the Lad*** is the inclusion of healing and exit statues. These can be found every ten levels you descend (aside from the fiftieth), and can really help out in a pinch. The healing statue is of a winged goddess, while the exit statue is in the form of a cherub. As if that weren't enough, if you reach Basement Level Thirty or Fifty (Forty-Nine on the way back up) you will be able to change your battle party if you so desire.

Due to the fact that Choko is familiar with the Forbidden Ruins, what with her having stayed there for so long (as read about in author H. Lucy's archives stored at the Greyshinne Library, and witnessed first-hand in ***Arc the Lad***), if you bring her here once you have her in your party, she will show you a shortcut which leads to the fiftieth basement floor at the bottom of the ruins. She'll only show you the first time she returns here, so pay attention to where she says it is (in the rock wall at the lower right). If you enter the fiftieth floor of the ruins after Choko has reached level sixty-five and has returned to Tokoko Village to "grow up" after level fifty-five (see Page 515), and obtained Choko in ***Arc the Lad*** and converted your save, a whole new section of the Ruins will open for your exploration (see Page 517). Got that? Good!

Floor	Enemies	Items
Ruins B1	Fighter x 3	Fallen Rain
Ruins B2	Rabid Dog x 4	Explosion Cymbals
Ruins B3	Earth Devil x 2, Rabid Dog x 2	Skill Bracelet
Ruins B4	Earth Devil x 2, Fighter x 2	Sleepless Card
Ruins B5	Death Hound x 4, Blood Knight x 4	Empty Chest
Ruins B6	Ice Devil x 3, Blood Knight x 3	Power Arm
Ruins B7	Ice Devil x 2, Death Hound x 3	Hell Scope
Ruins B8	Black Knight x 6	Sunglasses
Ruins B9	Hell Hound x 4, Wind Devil x 2	Flame Charm
Ruins B10	None	Flame Charm



Floor	Enemies	Items
Ruins B11	Wyvern x 2, Wind Devil x 4	Flay's Crest
Ruins B12	Wyvern x 4, Arch Knight x 2	Ice Charm
Ruins B13	Fate Dragon x 4, Sacred Devil x 4	Magic Ring
Ruins B14	Killer Wolf x 2, Sacred Devil x 4	Unicorn Horn
Ruins B15	Arch Knight x 6, Sacred Devil x 2	Power Wrist
Ruins B16	Fate Dragon x 3, Killer Wolf x 3	Anti Hemo-ji
Ruins B17	Dark Fang x 6	Healing Charm
Ruins B18	Razor Knight x 3, Death Devil x 2	Mirror
Ruins B19	Dark Fang x 4, Red Dragon x 1	Seabreeze Harmony
Ruins B20	None	Violet Necklace
Ruins B21	Hydra x 4	Music Book
Ruins B22	Soul Knight x 1, Death Devil x 6	Hyper Boots
Ruins B23	Soul Knight x 2, Hydra x 3	Yukari's Crest
Ruins B24	Dark Fang x 4, Soul Knight x 2	Fire Robe
Ruins B25	Blood Hound x 1	Power Wrist
Ruins B26	Dragon Zombie x 3, Death Devil x 3	Flame Charm
Ruins B27	Soul Knight x 4	Earth Charm
Ruins B28	Black Dragon x 5	Death Blade
Ruins B29	Soul Knight x 4, Black Dragon x 4	Sunglasses
Ruins B30	None	Anti Hemo-ji
Ruins B31	Blood Fiend x 4, Gargoyle x 2	Sleepless Card
Ruins B32	Reaper x 2, Noxious Odor x 4	Wind Robe
Ruins B33	Reaper x 3, Gargoyle x 3	Hawk Statue
Ruins B34	Blood Fiend x 3, Noxious Odor x 3	Hit Scroll
Ruins B35	Evil Eye x 6, Spelunker x 1	God's Fist
Ruins B36	Mud Battler x 4, Death Wizard x 1	Mirror
Ruins B37	Ghoulgoyle x 2, Death Wizard x 4	Shell
Ruins B38	Knight Stalker x 2, Ghoulgoyle x 4	Magic Ring
Ruins B39	Death Mage x 2, Arch Gargoyle x 3	Antidote Ring
Ruins B40	None	Book of Flower
Ruins B41	Death Mage x 3, Arch Gargoyle x 3	Legend Charm
Ruins B42	Dark Stalker x 3, Mud Stalker x 3	Fabulous Sword
Ruins B43	Death Mage x 3, Great Gargoyle x 3	Quick Cane
Ruins B44	Shriek Lord x 2, Great Gargoyle x 3	Sun Hat
Ruins B45	Shriek Lord x 4, Death Druid x 3	Fabulous Ring
Ruins B46	King Gargoyle x 1, Grim Stalker x 4	Necklace
Ruins B47	Black Wraith x 1, Death Priest x 2	Wind Charm
Ruins B48	Ectoplasm x 4, Death Priest x 2, Black Fiend x 1	Raila's Hairpin
Ruins B49	Lich x 1	Bravery Wings
Ruins B50	None	Romancing Stone 4 (conditional)

THE SEALED RUINS

Located to the southeast of Gazalla, the Sealed Ruins are wide open for any adventurers who should happen to wander by. While similar to the other Sealed Ruins in some ways, this dungeon is unique in that it has multiple areas on several of its floors. A Guardian's Force Fountain appears on the eastern section of Ruins B2 after you've disposed of the creatures that dwell there. Though it is rather early in terms of placement, keep in mind that you can return to it whenever you need to without hassle, as once you clear a floor it will remain that way for the duration of your stay. Be aware that these ruins can be especially tricky due to the Paralyze Breath cast by the more-than-abundant Killer Wolves.

RUINS 1F

ENEMIES:	
KILLER WOLF	WARLOCK

START

RUINS B1

ITEM!
1 Cure-All
2 Bitter Leaf
3 Chaos Herb
4 Yellow Powder
5 Cestus
6 Power Unit 08
7 Wind Charm
8 Scourge
9 Metal Defender
10 Magic Apple
11 Chaos Bomb
12 Attack Bottle
13 Power Unit 09

RUINS B2 (WEST)

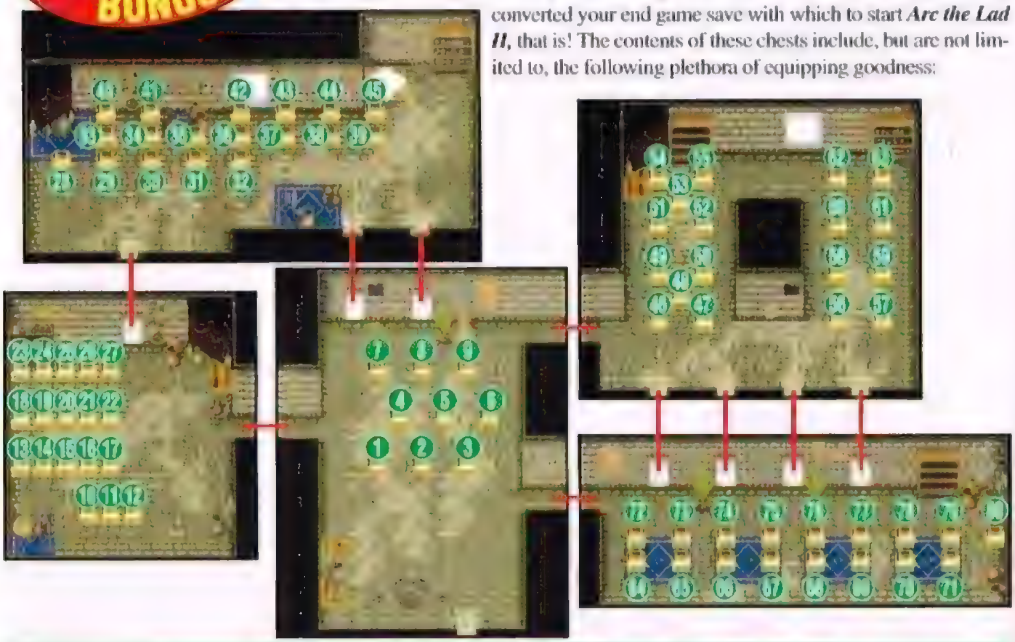
RUINS B2 (EAST)

RUINS B3

CHONGARA'S SHOP

CONVERSION
Arc the Lad
BONUS!

Upon entering Chongara's Shop, the portly merchant calls out to Odon. This Guardian Force was watching over the shop while Chongara was away, but now that he's back, Odon opts to join your party. Aside from gaining a new party member, if you take a look inside Chongara's Shop you may be overwhelmed by the amount of treasure chests that you'll see. Inside these chests are some fantastic new items, as well as many of the items which you had in your inventory at the end of ***Arc the Lad***—if you wisely converted your end game save with which to start ***Arc the Lad II***, that is! The contents of these chests include, but are not limited to, the following plethora of equipping goodness:



ITEM!					
1 Ice Charm	15 Sleepless Card	29 Power Wrist ✓	43 Necklace	57 Hawk Statue	71 Flay's Crest
2 Anti Hemo-ji	16 Fabulous Gauntlet ✓	30 Power Wrist	44 Senior Bandanna	58 Legend Charm ✓	72 Hawk Statue
3 Anti Hemo-ji	17 Hit Scroll	31 Power Wrist	45 Gale Bandanna	59 Warrior Charm	73 Fake Statue
4 Flame Charm	18 Healing Charm	32 Power Wrist	46 Mirror	60 Antidote Ring	74 Fabulous Sword
5 Ice Charm	19 Magic Card	33 Gale Bandanna	47 Fabulous Ring ✓	61 Antidote Ring	75 Armor Stone
6 Anti Hemo-ji	20 Sleepless Card	34 Hyper Boots	48 Mirror	62 Magic Ring	76 Romancing Stone 2
7 Flame Charm	21 Fabulous Gauntlet ✓	35 Hyper Boots	49 Tragedy Glasses ✓	63 Magic Ring	77 Romancing Stone 4
8 Flame Charm	22 Sunglasses	36 Temporary Shoes	50 Mirror	64 Hawk Statue	78 Book of Cravis
9 Flame Charm	23 Healing Charm	37 Counter Bracelet	51 Unicorn Horn ✓	65 Short Sword	79 Emblem of Lark
10 Sunglasses	24 Magic Card	38 Junk Bracelet	52 Unicorn Horn	66 Confusion Jewelry	80 Goddess Prayer
11 Throw Scroll	25 Sleepless Card	39 Skill Bracelet	53 Shell	67 Romancing Stone 1	
12 God's Fist ✓	26 Kaiser Glove	40 God's Fist ✓	54 Fabulous Fang ✓	68 Romancing Stone 3	
13 Healing Charm	27 Sunglasses	41 Violet Necklace ✓	55 Shell ✓	69 Sun Hat	
14 Magic Card	28 Goddess Prayer	42 Violet Necklace	56 Senior's Wish	70 Emblem of Lark	

CHOKO LIKE TO PLAY IN LEAVES

Even the CATS on Clenia Isle are combative!

Whether it's level-raising, earning Seum Medals to trade for items, or the need for another party member, Clenia Isle is the place to go. Below you'll find all the juicy details on where to go, what to do and who to see when you vacation on Clenia Isle. Just keep Tosh out of the sun, he's a redhead and you know how they burn.

Be SURE to take care of the Time Forest and get Choko. She is one of the best hidden characters EVER, and you have to do this to get her story to unfold.

TIME FOREST

To find Tokoko Village, home of the legendary Guardian Force Choko, and written of in H. Lucy's Archives at the Greyshinne Library, begin your search in the Time Forest on Clenia Isle.

From the opening of the forest, you'll need to travel very specific routes if you ever hope to reach Tokoko Village. It wouldn't have remained hidden for over six hundred years if it weren't off the beaten path, now would it? Fortunately, there's an easy way to get there and a hard way.

This isn't the first time someone exploring the Time Forest has uttered these words...

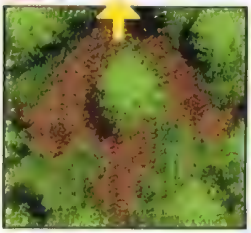
First, the hard way. Once you enter the forest, walk up one screen, then back down one, next go two screens to the right, then back to the left two screens, until finally you go up two screens to find Tokoko Village. Another route you can take is to alternate heading left then right three times each, then down one screen followed by up one screen to the village. Got that? You can go either, Up, Down, Right, Right, Left, Left, Up and Up—or Left, Right, Left, Right, Left, Right, Down and Up. A clue that tells you you're walking in the correct direction is that the sky gets darker the closer you get to Tokoko Village. Choose to travel in almost any other direction than those mentioned here and you'll get hopelessly lost. If you happen to get lost anywhere but towards the very end of your trip, merely walk a screen or two to the south to return to the Clenia Isle World Map. If you get lost at the end of your expedition, where the sky is dark blue, you'll be forced to find the village instead. Do this by traveling up.

"Uh, if I say no, what happens?"

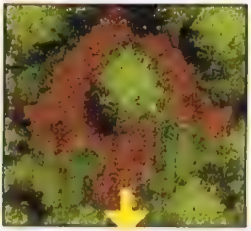
Now, for the easy way. Enter and exit the forest to and from the Clenia Isle map ten times. Choko will appear when you enter the next time and take you captive in some kind of silly game she plays. The dialogue here is specific to each character in the party, so it may be more or less humorous, depending on who's the on-screen leader of your party when you're taken captive. If you're so inclined, you can save before this, change characters and repeat to see all the dialogue.

TOKOKO VILLAGE—ROUTE 1

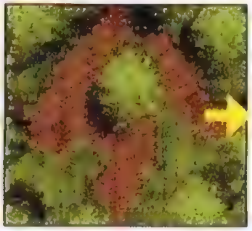
MAP 1



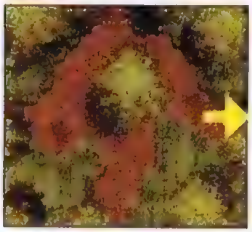
MAP 2



MAP 3



MAP 4



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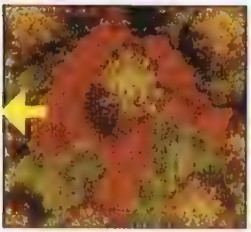

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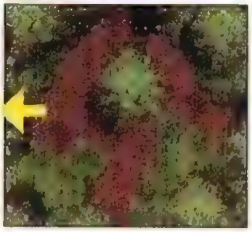

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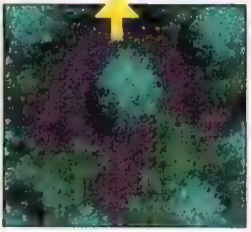
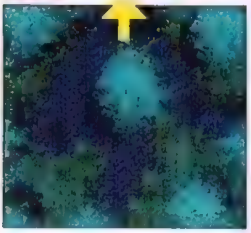
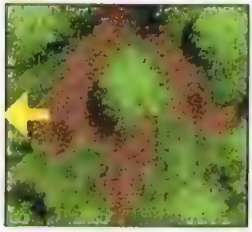


MAP 8

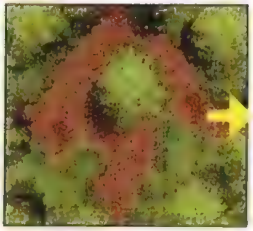


TOKOKO VILLAGE—ROUTE 2

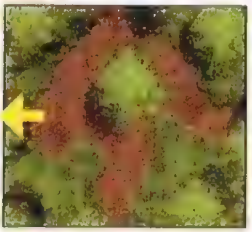
MAP 1



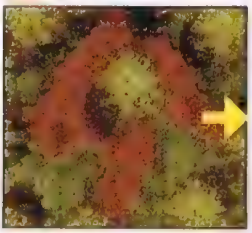
MAP 2



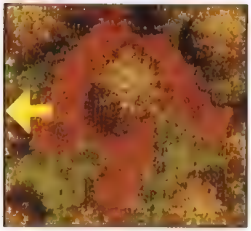
MAP 3



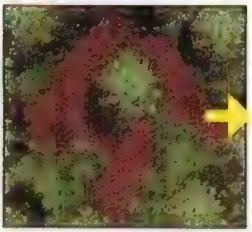
MAP 4



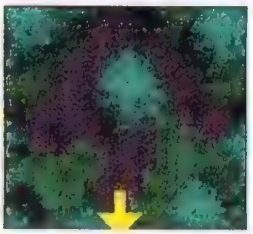
MAP 5



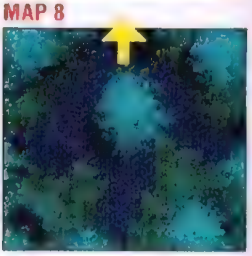
MAP 6



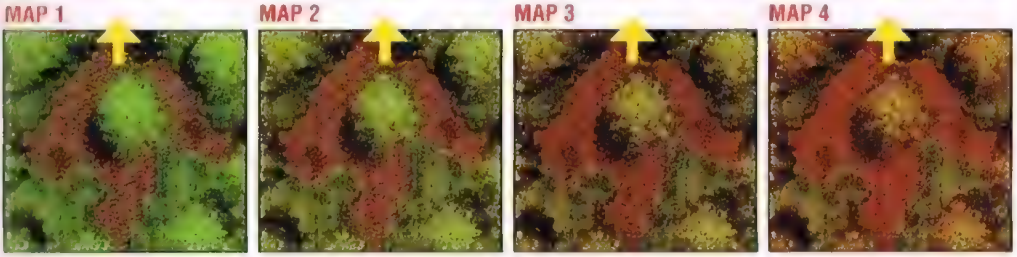
MAP 7



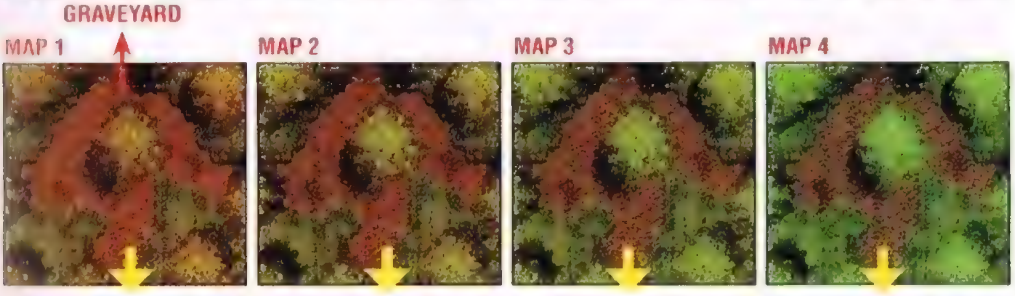
MAP 8



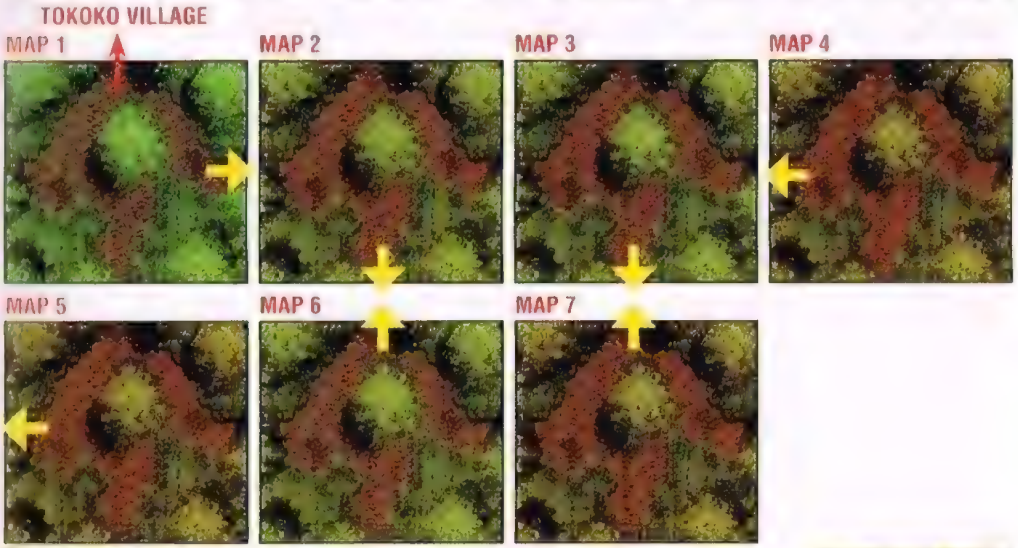
WORLD MAP THROUGH TIME FOREST TO GRAVEYARD



GRAVEYARD THROUGH TIME FOREST TO WORLD MAP



TOKOKO VILLAGE TO GRAVEYARD



TOKOKO VILLAGE

Once you arrive in Tokoko Village for the first time, Choko greets you at the edge of town.

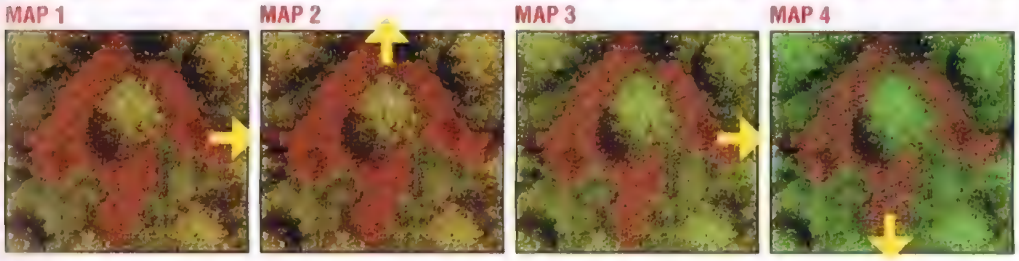
She's overjoyed that you found your way through the Time Forest to see her and praises your navigational skills. She then runs off to wait for you at her house.

Head to Choko's house at the northwest corner of the village so you can talk some more to the Guardian Force who takes the form of a little girl.

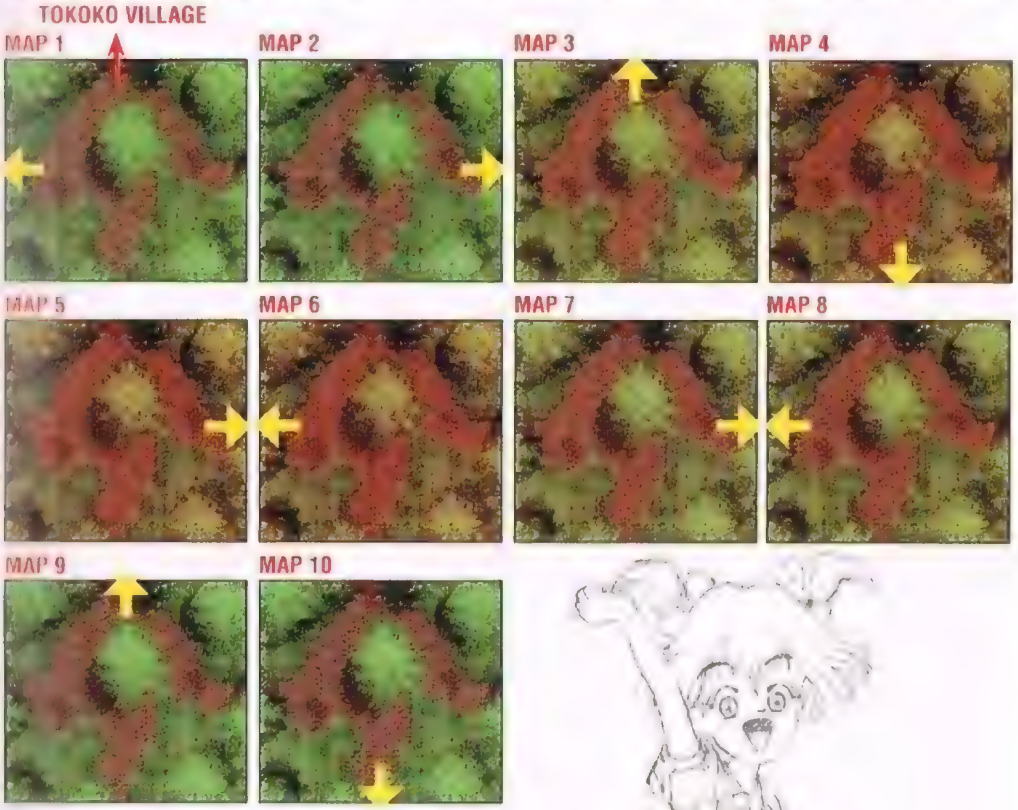
After a tale seemingly riddled with gibberish, Choko's father, Ralgo, introduces himself and asks that you have dinner with them and stay the night. Answer ***Yes*** when prompted to make a decision and you will sit down to dinner, followed by a good night's sleep.

GRAVEYARD

GRAVEYARD TO WORLD MAP (CHOKO)



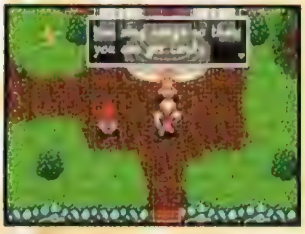
TOKOKO VILLAGE TO WORLD MAP



Just a little note: These directions from Tokoko Village to the World Map only work in daylight.

STORYCHECK

CHOKO'S DAY OUT



Of course, anyone with a mother knows not to take candy from a stranger, and *definitely* not a priest.

EVENT CHECK!
Tokoko Village

The next morning, get out of bed, talk to Ralgo, then follow Choko as she shows you around her village before escorting you through the Time Forest. Stops on the tour include the church, Sizily's house, and the fish in the brook beneath the walk bridge. At the village gates, Choko tells you to be careful, as anything can happen in the forest. From here on you'll need to follow Choko as she guides you back towards the World Map. Be sure to talk with Choko before every screen change so that you hear all that she has to say. The directions Choko takes at first are, right, down, down, left, left, up and up, which take you over to the Graveyard where Choko says her mother is "sleeping". After a brief hello, the little girl continues on, showing you the way out by going, right, up, right and finally down. At the edge of the Time Forest, just before going back out to the World Map, Choko tells you what's required of her if she wants to become an adult—a journey of adventure! She then either gives you the directions for finding her village should you ever want to come back and visit her, or, if you made sure to speak with her while walking along the paths through the Time Forest, Choko will decide that the "journey" she needs to take to become an adult involves going with you! If you get the latter, she joins your party.

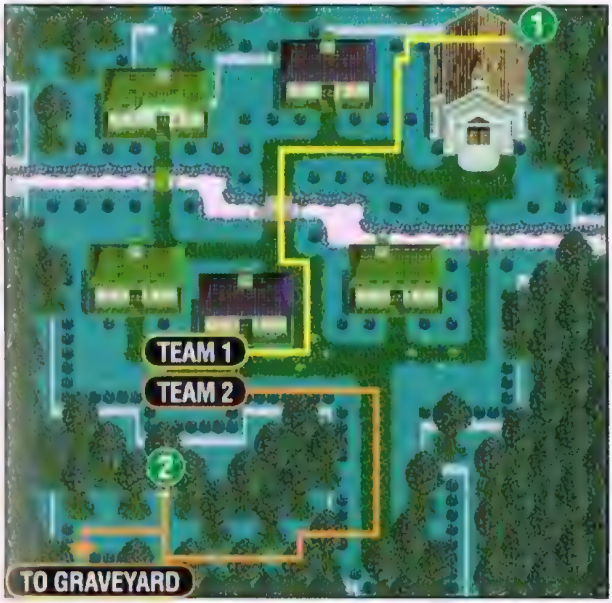
If you weren't able to get Choko on your first try, head back inside the Time Forest and return to Tokoko Village. After spending another night at Choko's, and retaking her tour of Tokoko, you'll have the opportunity to try again. Once you've got her in your party, if you try to reenter the Time Forest before Choko reaches level fifty-five, she will tell you that she's not a grown up yet and then shoves you back out to the World Map.

When you have raised Choko's level to fifty-five, return with her to the Time Forest and make your way through it to the Graveyard. Once there, inspect the ***back*** of her mother's tombstone to find a hidden inscription that only Choko can read (this dialogue is different, depending on who reads it). After reading what you can, head over to Tokoko Village (leave the forest then re-enter to be taken to the village automatically) to see Choko's dad Ralgo. Upon talking to him, Choko mentions that she can't find her loyal pet Silva. At this point, you're sent out of the house to search for the lost pet. *Do NOT leave the village until this task is accomplished, or you will not be able to see all of Choko's back story!*

Choko is also infuriating, and games aren't always fun.

Once you've exhausted all the options for doggie hideouts and have asked everyone in the village if they've seen him (you need only to have left the house and re-entered), go back to Choko's House where the little girl will remember that she hasn't yet checked the backyard. Simple huh? The problem now is that the back door is locked, which you discover upon trying it. Hmmm, you need to find the key so you can find the dog. Fortunately, the key isn't as well hidden as Silva may be. Merely check the pile of Choko's stuff at the lower left corner of the house to uncover what you need. Now that you have the key, use it to open the back door and head outside to the backyard. Around the corner to the right Choko makes a very sad discovery—Silva's grave—the poor mutt is no longer. What's odd is that Choko doesn't remember this happening, even though the marker was obviously made by her. Did she block the memory because it was too painful for her—or is there some other reason for her lapse? Back in the house, Ralgo tells you the answer to this question. In an attempt to erase the memories of what has hurt the young Guardian Force, Choko lives with her emotions and memories sealed. Sorrow and hatred are now a thing of the past for her. As you leave Choko's house and catch up with her at the village gates, she utters the words "Silva has been killed" then falls unconscious to the ground. Moments later a large group of slimes appear. As soon as Ralgo picks up his only daughter and rushes her away to safety, a battle begins.

TOKOKO VILLAGE



Once you mortally wound any of the Slimes, it will cry for help. This alerts you to the fact that what you're fighting could be an illusion, and that you may actually be hurting the people of Tokoko Village. Since Lieza says not to attack them, your best bet is to try to put some distance between you and the Slimes, else even your counter-attacks may kill them. *Killing them all is a baaad idea.* You'll cut yourself off forever from continuing this cool side story.

At this point you may want to equip your worst weapons on your current battle party so they do as little damage as possible if one of the Slimes does happen to get too close. Another possibility is to paralyze the slimes so they can't force you to accidentally counterattack. At this point, you should break your party into two "teams".

Send Team 1 to the northeast, on a quest to open the chest with the red shoes.

Team 2 should make its way to the southwestern corner of the battlefield by hopping over one of the bushes to the left of the normal path into/out of town, then work its way west through the trees. There you will find the only unobstructed path leading out of town. DO NOT exit to the graveyard until Team 1 has opened the chest with the Red Shoes!

Once the shoes are yours, have Team 2 exit to the Graveyard. Be ready to fight your way past the Zombies that rise from their dirt naps toward the Dark Pillar, and destroy the creepy energy field that now surrounds it.

ENEMIES:

GREEN SLIME x8

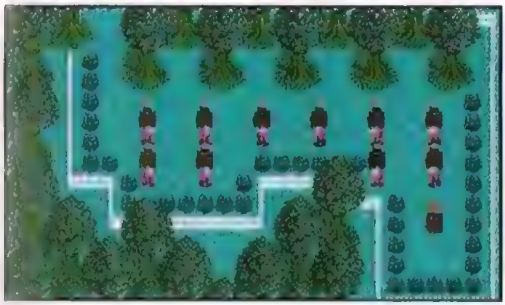
ITEM!

1. Red Shoes
2. Magic Leaf

PLAY TIP

Separate your party into two "teams". This will allow you to quickly reach the treasure chest to the northeast and still exit the area quickly. Using Elc's Expand Range spell at the start of this segment is also very helpful.

GRAVEYARD



Dark Pillar

LEVEL:	51	ATTACK:	26	JUMP LEVEL:	0
RANGE:	0	MAGIC:	26	THROW LEVEL:	0
HIT POINTS:	230	DEFENSE:	28	COUNTERATTACK LEVEL:	0
MAGIC POINTS:	210	AGILITY:	11	CATCH LEVEL:	0

ATTRIBUTE: —

ABILITY: — ABILITY: —

ABILITY: — ABILITY: —

ABILITY: — ABILITY: —

EQUIP: —

EXP 10200 2040

GOLD 255 NEXT: 5

ENEMIES:

BLOOD ZOMBIE x10

DARK PILLAR x1

STORYCHECK

LOCO CHOKO

One of the few sorta-normal sentences that come from Choko in the game.

With the encounters behind you, your concern for Choko drives you to return to Choko's House to see how she's doing. Once there, you see that the Slimes are gone. Everyone agrees that the tombstone must have been the device responsible for the illusions. Now that the mystery is solved, enter Choko's room to check on your little redheaded friend, and to try and get some better answers from Ralgo on what's going on (a save journal can be found on the table next to the fireplace in Choko's House if you feel the need to save your game at this point). Inside you hear from Ralgo that Choko is actually the child of a Beast Lord, and that he raised her in place of the wife and child he lost a long time ago to a monster attack on Tokoko Village. He also spills the major nugget that in order for Choko to quell the evil urges inherent to her race, her Dark Power was sealed in the large tombstone in the Graveyard. Finally, he asks that Choko be allowed to continue traveling with you, as the life experiences may help keep her powers in check. While Ralgo speaks with you in the main room of the house, Choko, lying unconscious in the bedroom nearby, meets the Dark Forces sealed within the stone as it invades her subconscious. An innocent gesture by a little girl then leads to the releasing of untold evil.

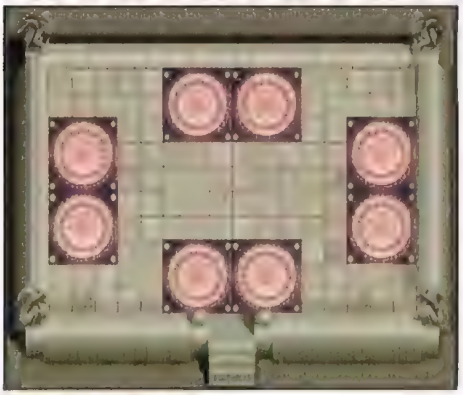
There's a new ho in town, and this one likes to get freaky in the graveyard, yeah.

Now that Choko is a permanent member of your party, it's best that you leave Tokoko Village and continue on your journey to save the world -at least for now—you can't get back in until Choko's at least level 65. However, if you really MUST see how the rest of Choko's storyline plays out, peek at page 515.

CLENIA ARENA

Right about now, you can check out three games that combine chance and fighting prowess in the Clenia Arena. Winning any of these games rewards you with medallions called Seum. These Seum can, in turn, be traded for equipment or items—if you know the right people. The initial games are Genma-jin, Renma-jin and Daima-jin... all of which will allow for only one battle party member to compete at a time. The rules of each are as follows:

GENMA-JIN



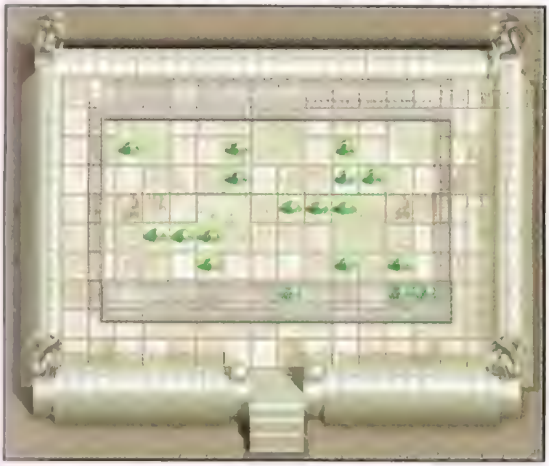
No, not the panda-bear-shifting father from the Takahashi Rumiko manga, but rather a game of speed and strategy whereby various images of monsters are summoned from within large magic squares. The object is to destroy the phantom images as quickly as possible, for they can disappear as fast as they appear. You may know this game by another name—oh, say, Whack A Mole. Your best characters for this game would be those with either long-range weapons, like Shu and his Sub Machine Gun, high rates of movement, like Gruga, or ones with powerful magic, such as Gogen with his level three attack spells. For every image you strike down you'll earn ten Seum, with a bonus of thirty extra Seum if you hit all twelve.

RENMA-JIN

Sealed within the magic tiles that comprise the floor of this section of the Arena are phantom images such as you saw in Genma-jin. Like the last, these phantoms will only remain for brief periods of time, so get to them as fast as you can. In case you're feeling a little swollen in the head from only battling foes who don't fight back, actual monsters will appear at random to keep you on your toes—and yes, they can do damage to your character. Now that you know what you're up against, let's get to the point of the game, shall we?

Your objective here is to destroy as many phantoms as you can before missing one or dying—at which point the game will end. Prize Seum is distributed for the total number of foes defeated, at a rate of five per phantom and twenty per real monster. Your best character choices are those with a high rate of movement as well as decent weapon and magic range. Should you need an extra nudge in the movement department, remember that both the Whirlwind Edge and Bravery Wings will raise that statistic by one point each. If you need to heal, or cast any other helpful magic on yourself, try to do so just after defeating a real opponent while you have a free turn so that you don't waste one while fighting. Real foes can be identified by the lack of an energy field glimmering around them. If an image seems too far away to hit, check your higher level magic since they have greater range. Even if the spell isn't that powerful, all it takes is one hit to destroy a phantom and keep you in the game.

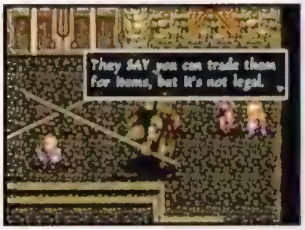
DAIMA-JIN



For this final game, a large group of monsters has been placed within a caged-off section of the arena. Your job, as contestant, is to run around the outside of the cage and destroy the creatures inside using your weapons, items or magic. Any attempt to get into the cage with your opponents will result in your immediate disqualification. As with Boma-jin in the Niedel Arena, for every enemy defeated, you regain eight Magic Points. Prize Seum is determined by the time it takes you to defeat all the monsters. At the start of the match, the total Seum stands at two hundred, and decreases by ten with each turn you take until all foes have been vanquished or the reward has been entirely used up. If you wish to end the game prematurely, just ask good ol' Catch. Like Genma-jin and Renma-jin before it, this game allows for only one battle party contestant. Magic casting range and power are key here, so choose a character who meets these criteria.

NOW YOU SEUM, NOW YOU DON'T

Standing in the upper right corner of the Clenia Isle Arena Courtyard are two men (one of which is hidden behind the statue). These men run the black market that will offer you items in trade for your Seum medals. To get them to provide you with this service, first talk to the man to the right several times. Eventually he will give you the passcode "Blessing goods for a brighter tomorrow", which you'll need to say to the other man in order to open him up to the idea of trading with you. If you come across another Seum Medal Black Market in your travels, know that if you've already gained the trust of one, you will have the ability to use them all. The items you can exchange your Seum Medals for are:



Of course, he's just unlooped his access card at his dealer's, so who is HE to talk about legalities?

CLENIA ISLE SEUM BLACK MARKET

Strengthen Fruit	1000 S	Full Power Fruit	3500 S	Unicorn Horn	9000 S
Cure-All	1500 S	Blood Bomb	3800 S	Chaos Gauze Wrap+9	9600 S
Revival Dust	2000 S	Rage Weaken Dust	4000 S	Blood Tanzanite	10300 S
Life Nut	2500 S	Ruby	4600 S	Armor Stone	11100 S
Magic Sprig	2500 S	Rage Protect Dust	5200 S	Tragedy Glasses	11900 S
Reco's Grass	2700 S	Rage Bomb	6100 S	Steel Guard	12600 S
Power Nut	2800 S	God Magic Apple	7100 S	Slayer	13900 S
Magic Leaf	2800 S	Great Item	7700 S	Book of Cravis+3	15000 S
Palo's Nut	3000 S	Shell	8200 S		

OUTLAWCHECK

DORAROSH

1 LOCATION: **Clenia Isle—Vacant House**

2 WEALTH: **2475 G**

3 MERITS: **3**

4 TIME FRAME: **Houfion Guild—After getting use of the Silver Noah, and viewing the wanted posters.**

5 DESCRIPTION:

If you travel back to Clenia Isle, you'll be able to get yourself another quick bounty by taking a look inside the Vacant House. It seems that after you rescued Elena from this dilapidated dwelling, this wanted Dark Wizard took up residence here. Defeat this master of the Black Arts, then head back to the Silver Noah, so you can sail to the nearest country with a Guild and collect your reward. A *Decorator* (the item) can be found in the treasure chest in rear right room.

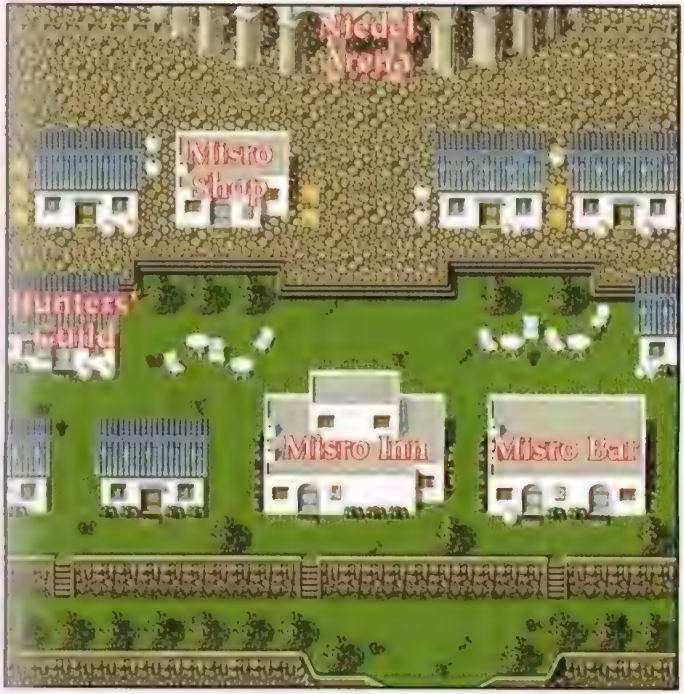
6 AREA MAP:

7 CRIMINALS:

DORAROSH x1 | HIGH WIZARD x2 | ARCH KNIGHT x3 | MIGHTY FLY x3

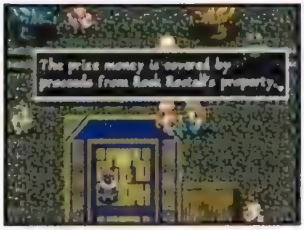
NIEDEL

MISRO



MISRO SHOP	
Revival Dust	1000 G
Cure-All	1000 G
Recover Fruit	400 G
Blood Herb	82 G
Rapier	1000 G
Light Ax	3000 G
Flail	1000 G
Iron Dagger	3000 G
Flame Trident	3000 G
Power Club	4000 G
Rod	1000 G
Claw	800 G
Leather Shoes	1500 G
Splash Cymbals	8000 G
Shot Whip	400 G
Sub Machine Gun	2000 G
Beat Attacker	1000 G
Fang	1000 G
Mask	20 G
Light Sickle	2000 G
Black Card	1200 G
Luck Beads	2000 G
Shotgun	10000 G
Cloth Wrap	800 G
Shoulder Guard	2000 G

BATTLE ROYALE

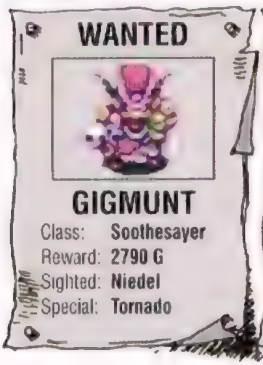


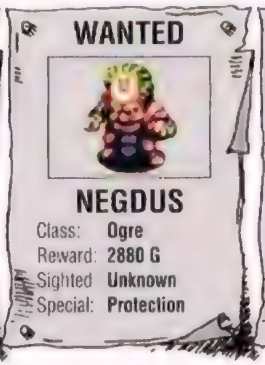
Arc makes small talk with the lusty redhead in the courtyard. Yeah, he's hard up.

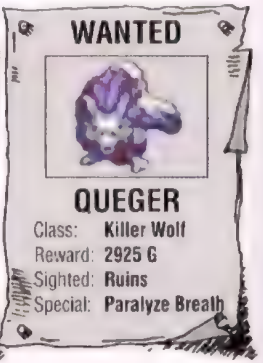
The lure of competition should be more than enough to warrant your characters stopping in Niedel for a little break from the stress of saving the world. The arena here, like the one on Clenia Isle, rewards you with Seum, which you can exchange for equipment, weapons or items. Along with the Arena, the town of Misro has two jobs awaiting you at its Hunters' Guild, with another to follow when you successfully complete them. Oh... it also has a shop. The specifics of each of these are further explained below.

HUNTERS' GUILD

Along with the jobs you can attain by talking to the dispatcher at the counter, the following wanted posters adorn its wall:





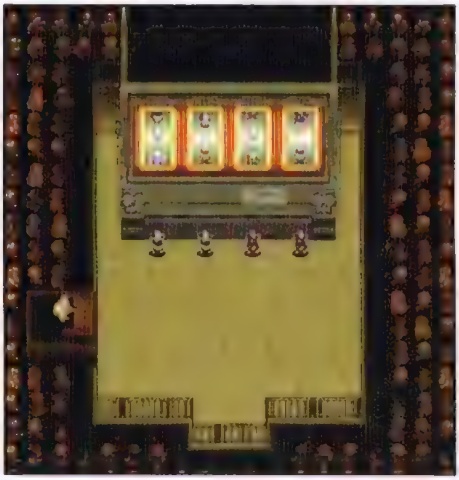


NIEDEL ARENA

Upon entering the Niedel Arena Courtyard, speak to the Official standing beside the statue of a blue horse. The Official will then offer you your choice of three different combat-based games in which you can participate. Once you've made your selection you will be brought into the arena to compete. The choices given by the Official are described on the following pages.

MATEN TOWER

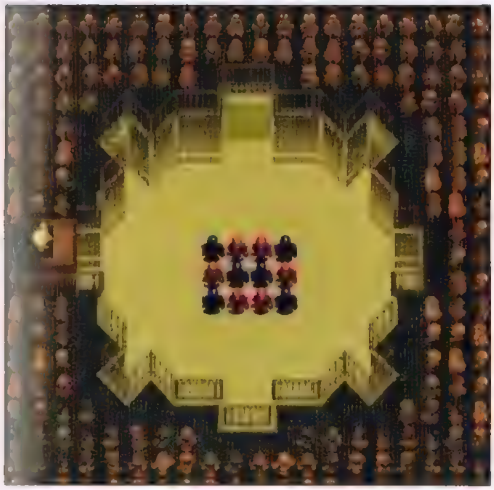
At the northern end of the arena stands a large slot machine-type device with four spinning wheels. After it has been activated, pressing the ⊗ button once per wheel determines your opponents for the coming battle from within six types of Ninja, the difficulty of which is noted by their color—white, red, blue, brown, green or purple. These Ninjas will be fought four at a time, and with their defeat you'll receive medals called "Seum". The amount of Seum you earn is based on the color of the Ninjas, as each is worth a set amount of Seum (for example, killing one Red Ninja is worth 15 Seum). Special bonus Seum is awarded when you stop the wheels on four like-colored Ninjas... for example, if you stop the wheel on four Red Ninjas you will receive 30 extra bonus Seum before the round begins. Since you fight only four opponents, you will only be allowed to bring a like number of party members into the contest with you—that means four.



ENEMIES:

GREEN 1 SEUM	BLUE 5 SEUM	PURPLE 10 SEUM	RED 15 SEUM	BROWN 30 SEUM	WHITE 40 SEUM

BOMA-JIN



The object of this game is to stop the twelve Skeletons in the center of the arena from escaping through any of the eight exits. Unlike the other two games available at the Niedel Arena, you can select a full regiment of five for your battle party while you play Boma-jin. While that in itself may be a help, unfortunately your Magic Points are set to zero at the start of the match. Damn! You are awarded eight Magic Points for every enemy you destroy, which you may give to the character of your choosing. The prize Seum begins at 120, but is halved with each Skeleton you allow to escape. If a total of four are allowed to exit the arena, no reward will be given—so fight fast! Due to the nature of this event, characters who can target more than one opponent with their weapons may fare better than those who do not.

ENEMIES:

BLACK SKELETON x6	RED SKELETON x6

TOPPA-JIN

For this game, you begin at the bottom of the arena and attempt to defeat any and all opponents on your way to the exit at the top. Though you can have a battle party of up to four players, only one needs to make it out alive for you to be considered a winner. Surviving Toppa-jin earns you 100 Seum. A good character to bring with you into this contest is Gogen, as his level three Teleport spell will go a long way towards getting him, and those around him, to the exit fast. An extra 100 Seum will be awarded as a bonus if you defeat all the enemies who stand between you and the exit.

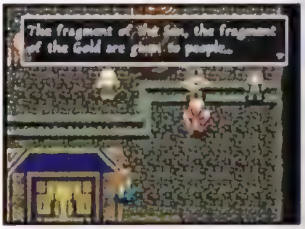
ENEMIES:

ARCH GARGOYLE x19

THE NIEDEL ARENA COURTYARD BLACK MARKET

After having your fill of the three Niedel Arena games, talk to the man in the black jacket at the far right inside the Arena Courtyard several times. He will eventually refer you to the man next to him in the green shirt who runs the "Seum" Black Market. Along with the referral, he gives you the password "Venuncio", which when spoken to the man in the green shirt will let him know that you want to begin "dealings" with him. Of course, longtime Working Designs fans also know that Venuncio is the name of one of the enemies in ***Popful Mail***. This is just a little inside nod.

Once the man in the green shirt trusts you, he'll show you a list of items several pages long that you can blow your Seum on. Wait, that sounded wrong. Anyway...you can trade medals for some nice stuff here. Look...



Maybe a *fragment of sense* would be more useful in this circumstance.

NIEDEL ARENA COURTYARD BLACK MARKET					
Strengthen Fruit	1000 S	Full Power Fruit	3500 S	Unicorn Horn	9000 S
Cure-All	1500 S	Blood Bomb	3800 S	Chaos Gauze Wrap+9	9600 S
Revival Dust	2000 S	Rage Weaken Dust	4000 S	Blood Tanzanite	10300 S
Life Nut	2500 S	Ruby	4600 S	Armor Stone	11100 S
Magic Sprig	2500 S	Rage Protect Dust	5200 S	Tragedy Glasses	11900 S
Reco's Grass	2700 S	Rage Bomb	6100 S	Steel Guard	12600 S
Power Nut	2800 S	God Magic Apple	7100 S	Slayer	13900 S
Magic Leaf	2800 S	Great Item	7700 S	Book of Cravis+3	15000 S
Palo's Nut	3000 S	Shell	8200 S		

OUTLAWCHECK

GIGMUNT

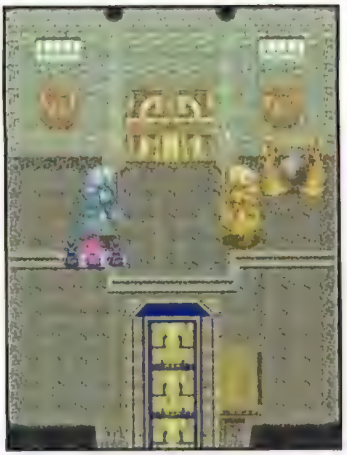
1 LOCATION: Niedel Arena Courtyard
2 WEALTH: 2790 G
3 MERITS: 4

4 TIME FRAME: Misro Guild—After getting use of the Silver Noah, and viewing the wanted posters.

5 DESCRIPTION:

The wanted monster Gigmunt is in disguise inside the Niedel Arena Courtyard. Talk to the man in the leather jacket standing in front of the blue horse statue ten times to get him to reveal his true identity. At the start of battle that ensues, Gigmunt calls forth two friends and challenges you to a three-on-three match, so you'll only be able to choose three party members instead of the usual five.

6 AREA MAP:



7 CRIMINALS:

FORM APPROVED. HG01-02-004-58602

JOBCHECK

Find the Old Man

1 LOCATION: Misro
2 WEALTH: 2000 G
3 MERITS: 3

4 TIME FRAME: Misro Guild—When visiting Niedel for the first time.

5 DESCRIPTION:

After accepting this job, head over to the small house at the upper right corner of Misro, where the little boy they call a bully lives. Speak to the man of the house and he will ask that you find his father. With the description you get of the old man you should have no problem picking him out in a crowd... carries an umbrella, wears a ribbon on his head... it's no wonder their kid acts up. That family ain't right!

Once you know what you're looking for, enter the house to the left of the Misro Inn and tell the only umbrella-carrying, ribbon-wearing old man you see that they're looking for him at home. Next, return to the house at the upper right and talk the bully's father again to discover that the old man never went home like he was supposed to. Hmmm... Back you go to the house to the left of the Inn. Yup, just as you suspected, he's still there. Upon trying to speak to him this time, he leads you over to a corner where he can tell you something in private. It turns out that the old man is acting this way to try and cheer up the woman who lives here. After hearing him out, go back and tell the man in the upper right house that his father is fine and that he's just taking advantage of older women who have been "unfulfilled". While the son's vomiting profusely at the thought of his wrinkled ol' pop getting jiggy wit it, exit and head out to the Guild, where you can collect your reward!

FORM APPROVED. HG01 02 004 58602

6 AREA MAP

JOB/OUTLAW CHECK Monster in the Arena

1 LOCATION: **Misro—Niedel Arena**

2 WEALTH: **4000G /2880G**

3 MERITS: **6 (job) 4 (bounty)**

4 TIME FRAME: **Misro Guild—During your first trip to Niedel.**

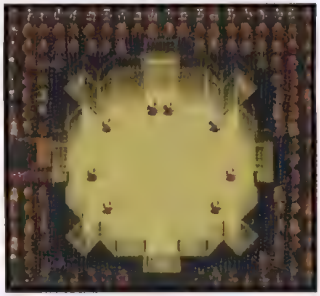
5 DESCRIPTION:

Misro Arena is overrun with monsters, and villagers are afraid to go there, now. Exterminate the monsters and secure the Arena.

This one needs a little more of an explanation than you'd first assume. After you take the job, enter the Niedel Arena Courtyard and talk to the Official next to the horse statue. Tell him *Let's Go!* to be admitted into the Boma-jin area of the arena, where you'll fight the creatures who have taken it over. Here's where the job gets a little tougher than what the Guild originally implied. It seems that the wanted monster Negdus is the one leading the beasts in the arena, and to try to escape capture he's made all his cronies disguise themselves as him. To add to the confusion, with each enemy you kill that isn't Negdus, another enters the arena. This job is completed to the satisfaction of the Misro Guild when Negdus has been taken out.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:



7 CRIMINALS:

NEGDUS

JOBCHECK Arena Monster Revolt

1 LOCATION: **Misro—Niedel Arena**

2 WEALTH: **4000 G**

3 MERITS: **7**

4 TIME FRAME: **Misro Guild—After the job "Monster in the Arena" is completed.**

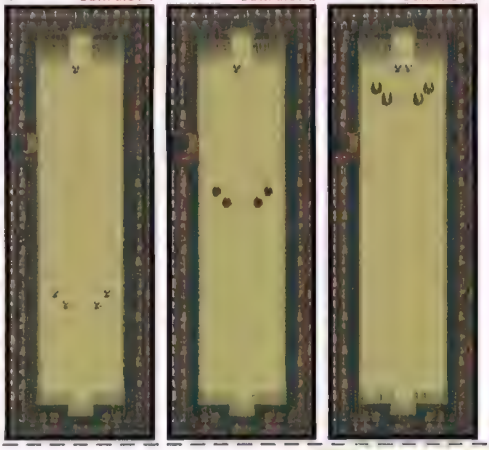
5 DESCRIPTION:

The monsters used in the battles at the Niedel Arena have revolted. Stop the rebellion before it endangers the villagers nearby.

This contract appears at the Misro Guild once you've completed "Monster in the Arena". This job is as straightforward as they come. Accept the assignment, make your way into the Toppa-jin section of the Arena by telling the Official at the door *Let's Go!*, then kill any and all of the monsters that you find there. Capiché?

6 AREA MAP:

CONFLICT 1 CONFLICT 2 CONFLICT 3

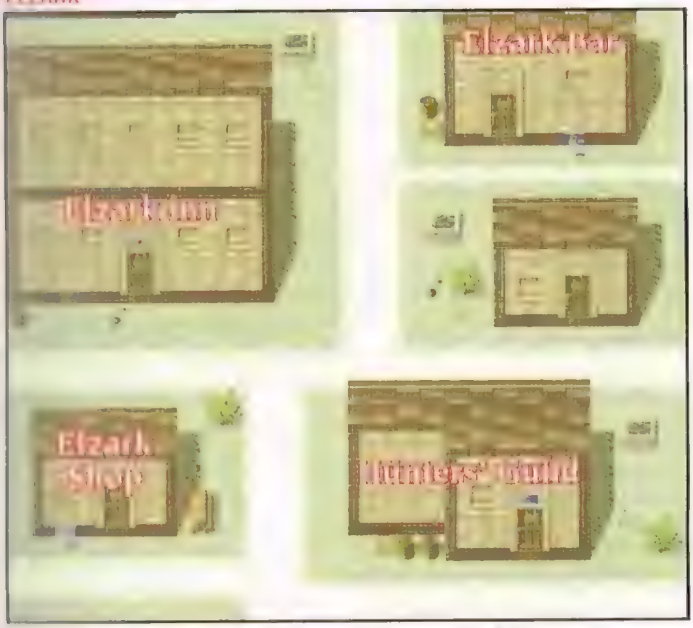


7 CRIMINALS:

SKELETON KNIGHT SKELETON RED SKELETON ARCH GARGOYLE

FORM APPROVED: HG01-02-004-58602

ELZARK



ELZARK SHOP	
Revival Dust	1000 G
Cure-All	1000 G
Recover Fruit	400 G
Blood Herb	82 G
Rapier	1000 G
Light Axe	3000 G
Flail	1000 G
Iron Dagger	3000 G
Flame Trident	3000 G
Power Club	4000 G
Rod	1000 G
Claw	800 G
Leather Shoes	1500 G
Splash Cymbals	8000 G
Shot Whip	400 G
Sub Machine Gun	2000 G
Beat Attacker	1000 G
Fang	1000 G
Mask	20 G
Light Sickle	2000 G
Black Card	1200 G
Luck Beads	2000 G
Shotgun	10000 G
Cloth Wrap	800 G
Shoulder Guard	2000 G

YEAH, BUT IT'S A DRY HEAT

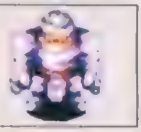
No more strange than a Guardian sucking on a water pipe under the desert.

The final country with any substantial reason to visit before proceeding toward your ultimate goal of saving the world is Zariban. Here, in this barren wasteland that was once lush, green, and fertile, you'll be able to explore the town of Elzark, which holds the solution to a job you may have taken long ago. Visit with the Water Guardian who reacquaints you with a familiar face, and gain experience fighting on its numerous battlefields. While there is also another of the fabled Sealed Ruins here, your entrance to them is blocked by a mysterious force until you've first traveled to the ruins in Balbalard.

HUNTERS' GUILD

Aside from the job "Stop the Desert Thieves", which you can get from talking to the dispatcher, on the wall of the small room to the left in the Elzark Hunters' Guild hang wanted posters of these seedy-looking individuals:

WANTED



MAIOS

Class: Mummy
Reward: 2340 G
Sighted: Sealed Ruins
Special: Extract

WANTED

TASMAN

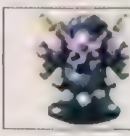
Class: Death Lizard
Reward: 2250 G
Sighted: Zariban
Special: Petro Breath

WANTED

SHVAIDEL

Class: Sphinx
Reward: 2700 G
Sighted: Zariban
Special: Poison Breath

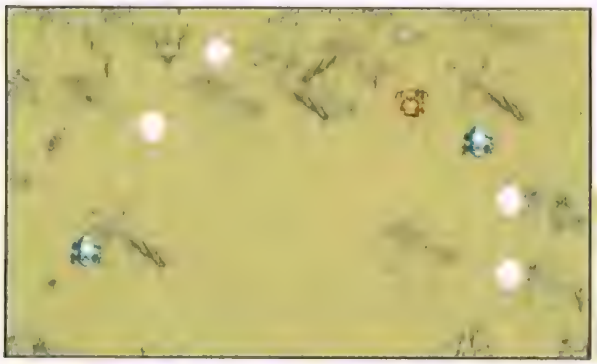
WANTED



ZANACK

Class: Dark Paladin
Reward: 3150 G
Sighted: Unknown
Special: Explosion

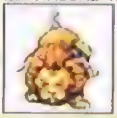
SALYAN DESERT



This desert is the battlefield where, aside from normal enemy encounters, you'll be able to track down one of Elzark's most wanted.

ENEMIES:

MANTACORE x1



KING LIZARD x2

ACID CLOUD x4

RAIDEN RUINS

Not really ruins in the sense that you can enter them and explore, but rather a rocky battlefield where something of importance once stood.

ENEMIES:

GIANT LIZARD x2

ACID CLOUD x4

SARYU TRIBE RUINS

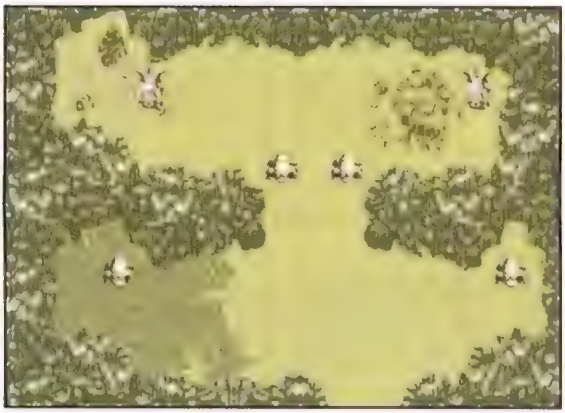
The sad remnants of the once-proud village of the Saryu Tribe, reduced to rubble by the evil Kasadoll. All that remains here are desert scavengers who will attack anyone who wanders too close.

ENEMIES:

ARK GHOUL x3

DWARF x4

ISHIMA ROCKS



Another of Zariban's many monster-infested battlefields. If you've taken a gander at the wanted posters on the wall of the Elzark Guild before making your way here, you'll be able to cross another monster off your "Things to do" list (see page 361).

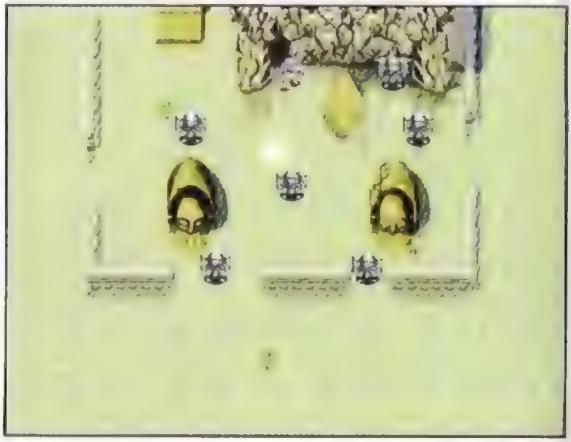
ENEMIES:

CHIMERA x2

GIANT LIZARD x4

WATER SHRINE

Upon entering the Water Shrine, home to the Guardian of Water, you're shocked to find that the unthinkable has happened—it's now overrun with monsters! One positive thing that will come from this discovery is that it won't stay that way for long.



After ridding the area of pests, head inside the Water Guardian's chamber via the hole in the rocks to the north. He was there for you when you needed him in the past, and this time is no different. Moments after he appears, and without your even having to ask, the Water Guardian calls forth Fu-jin, the final Guardian Force, to travel with you should his strength be required. One thing to be aware of with this new addition to your roster is that you'll now have the ability to cast Furaiha—if you have Rai-jin in your party as well, that is. To cast this devastating wind attack, bring both Rai-jin and Fu-jin into battle together and have them position themselves on either side of an enemy. The spell will then become active for either Guardian Force.

ENEMIES:

GOLEM MASTER x1

IRON GOLEM x6

With your party now complete, leave this land, and race towards your destiny, for the time to save this world is nearing its end. Forles and the first tower await you.

JOBCHECK

Find a New Home

1 LOCATION: Paysus Restaurant—House Behind Elzark Guild

2 WEALTH: 3400 G

3 MERITS: 6

4 TIME FRAME: Paysus Guild—After Sania has joined the party.

5 DESCRIPTION:

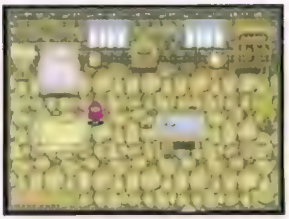
We have an elderly client looking for a new house. Meet the client in the Paysus Restaurant.

While this job will appear in the Paysus Guild once you have Sania as a selectable party member, you need to have passed the point where you can freely explore the entire World Map via the Silver Noah in order to be able to complete it. To start, after accepting it, you'll need to head to the restaurant on the first floor of the Paysus Inn and speak to the white-haired elderly gentleman standing next to the counter. Tell him *Yes* when he asks that you return to him after you've found a nice house in a warm place, then head out of Paysus to begin your search. The house that fits his description is located far to the west, in the desert country of Zariban. After arriving in Zariban by way of the Silver Noah, enter the town of Elzark and seek out the veiled woman in the house behind the Elzark Guild. Talking to her reveals that she wishes to move, but can't find anyone to buy her current home. What luck! You just happen to know a certain someone who's in the market for exactly what she has to offer. All that's left now is for you to return to the Paysus restaurant and tell the elderly gentleman that his search is over.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

A white-haired, cold old geezer with loads of dough to blow...



...and a veiled, frigid old woman with a house to unload. A match made in RPG heaven

OUTLAWCHECK

SHVAIDEL

1 LOCATION: Zariban—Salyan Desert

2 WEALTH: 2250 G

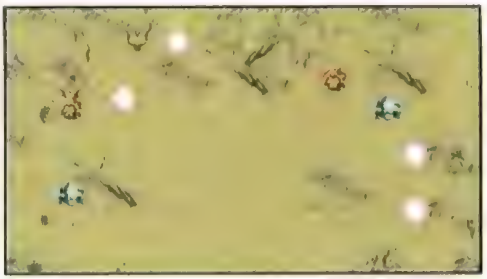
3 MERITS: 3

4 TIME FRAME: Elzark Guild—After getting use of the Silver Noah, and viewing the wanted posters in Elzark.

5 DESCRIPTION:

Being a Sphynx, it's only natural that this monster wanted by the Elzark Guild would choose a desert for his hiding spot. Defeat this beast, then let his bones dry in the hot sun while you head back to the Guild for your reward.

6 AREA MAP:



7 CRIMINALS:

SHVAIDEL x1

MANTACORE x1

KING LIZARD x2

ACID CLOUD x4

JOBCHECK Stop the Desert Thieves

1 LOCATION: Elzark Bar–Elzark Inn –Water Shrine **2** WEALTH: 4000 G **3** MERITS: 7

4 TIME FRAME: Elzark Guild—After getting use of the Silver Noah.

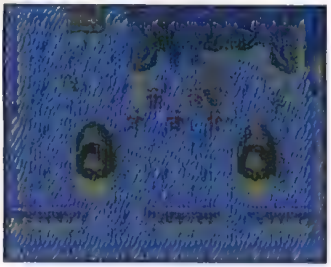
5 DESCRIPTION:

After accepting this job, head over to the Elzark Bar, where the liquor has loosened the lips of those townsfolk in the know. From the patrons you learn that the target of the thieves is the Water Shrine, and that they plan to hit it this very evening! In order to pass time until night falls, leave the bar and get a room at the Inn. To progress this job to the point where it's late enough for the thieves to be at the Water Shrine, choose *Rest* when the Innkeeper asks whether you'd like to *Rest* or *Spend the night*. As you enter the Water Shrine under the cover of darkness, you catch the thieves red-handed as they discuss pillaging the home of the Water Guardian.

When two or fewer thieves remain, they hightail it out of there, taking heed of the old adage, "he who fights and runs away, shall live to fight another day!" Though you may not have killed them all, the Guild now deems this job complete because you foiled the robbery.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:



7 CRIMINALS:

JOB/OUTLAW CHECK Stop the Desert Thieves II

1 LOCATION: Elzark Guild—Raiden Ruins **2** WEALTH: 5000G/3150G **3** MERITS: 7 (job) 3 (bounty)

4 TIME FRAME: Elzark Guild—After completing "Stop the Desert Thieves".

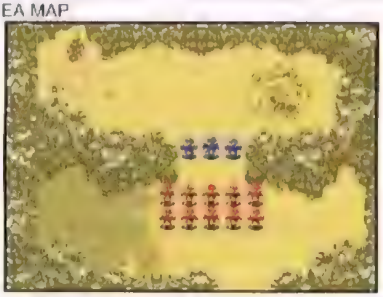
5 DESCRIPTION:

Reliable sources tell the Elzark Guild that the thieves who escaped you in the job "Stop the Desert Thieves" will now make the Raiden Ruins the next stop on their larcenous rampage. Apparently they didn't learn their lesson from watching their fellow comrades die. Oh well, as far as you're concerned, it just means more Goz for you. To the northwest of Elzark is the Raiden Ruins, and it's here where your overconfidence may just get the best of you.

As soon as you let your guard down, you're cut off from the exit by what could only be described as trouble. The two robbers who got away from you last time are back, this time with what must be every last member of their gang—including their leader, the wanted monster Zanack! If you can live through this ambush you'll have more than earned your reward!

FORM APPROVED: HG01-02-004-58602

6 AREA MAP



7 CRIMINALS:

OUTLAWCHECK

TASMAN

1 LOCATION: **Zariban—Ishima Rocks** **2** WEALTH: **2700 G** **3** MERITS: **5**

4 TIME FRAME: **Elzark Guild—After getting use of the Silver Noah, and viewing the wanted posters in Elzark.**

5 DESCRIPTION:

Here at the Ishima Rocks you'll find Tasman, the last of the criminals wanted by the Elzark Guild which you have access to at this point in the game.

6 AREA MAP:

7 CRIMINALS:

TASMAN x1

CHIMERA x2

GIANT LIZARD x4

VOICES VIII

OSAMU YAMAZAKI—SCENARIO WRITER, ARC COLLECTION

Can you describe how the gameplay mechanics changed for each of the games?

Arc I advances with the main story alone, and it is not a very long game. From Arc II, the style changes a little bit and besides the main story, there is also a sub-story called "Guild Work". For Arc III, we put that "Guild Work", which was the sub system in Arc II, as the main story line in Arc III. By accepting the "Guild Work" it causes the main story to develop. So there are some differences in all the systems of the different sequels. As for the battle system, we changed the traditional battle system a little each time, but the changes were not that dramatic. We pretty much left the overall battle system alone because it was very well received by the players in Japan.

How do the characters evolve in the series?

As the story progresses from Arc I to Arc II, the characters gradually come together and become allies. That idea is carried into Arc III, too. For example, when Elc appeared in the beginning of Arc II, he was just a novice hunter. However, he appears in Arc III as a legendary heroic character that everybody looks up to and admires. Arc on the other hand, appears as a character that people don't even remember. Only a handful of people in the story recognize him. However, this role of Arc is very important in the 3rd series as well.

How much time and effort do you put into a character's background?

Let me see...to think about one character's background on and on, is very tedious and tiresome. I personally don't like it that much, so I don't do too much of that. When I think of a character, rather than thinking about the backgrounds too much, I usually think more about if I have character A and character B and have them fighting each other, then character A or B will respond in terms of what they would say. Or sometimes I force the two characters to strike up a friendship with one another. I like to build the character that way because to think about the background is too much work for me.

STORYCHECK

SEPARATION OF CHURCH AND STATE

Holn is a shadow of its former self.

Once you touch down in Forles, take a short walk west to Holn. Upon entering Lieza's village, the Beasttalker gasps in horror as she sees the unimaginable...her hometown has been destroyed! How could this have happened? Better yet, where are the citizens you rescued from Gallarno's clutches?! To look for an answer to these questions, make your way to the northern edge of town and enter the wreckage that unfortunately is all that's left of Lieza's house. Shortly after entering the house, you're ambushed by a group of Death Druids. They shift blame for the evil deeds done here to the citizens of Ramul, and express a keen desire to claim your souls! Yikes! Ya know, if it's not one thing, it's another.

EVENT CHECK!

Forles

Holn Village

Lieza's House

ENEMIES:

DEATH DRUID x4

STORYCHECK

CREEPY-CENTRAL

The party decides to take a room, even though the establishment seems to rent by the hour.

EVENT CHECK!

Ramul

After the battle in Holn, Gogen offers a few words of wisdom. First, the people of Ramul were most likely being controlled when they did this; they might not have been on the best of terms with Holn, but they were not so blind with hatred that they would wipe it out. And second, if any emotion is shown towards the loss of home, family or friends, then those responsible may know of your association with Holn and target you as well.

To try to unravel this mystery, head over to what the Death Druids claimed to be the source of the trouble—Ramul. What you see there disgusts you. Everyone has an over-the-top violent attitude towards Lieza's village. Even Leets, who you'll run into inside the Inn, claims Holn is evil! Having been helped by Leets during the raid on the Chimera Lab, you know that the words coming from the boy's mouth cannot be his own... someone, or something, is controlling him and the rest of the people of Ramul. Shortly after Arc suggests that you stay in Ramul and keep watch over the townsfolk, you are given the option to rest. Take it.

STORYCHECK

HELL'S BELLS!

Ele wasn't told WHY they rent the rooms by the hour here. He thinks the moaning is spooks.

During your attempt at slumber, the bells at the Gia Temple begin ringing. A look out the window into the night reveals that the bells are calling people somewhere. As you leave your room to follow them, you overhear the Innkeeper and Leets mumbling something about Gia Temple and the Archmonk. The Archmonk?! Oh no!! Not another one!! As soon as the two leave, quickly head outside and follow them out of town towards Gia Temple to the east.

EVENT CHECK!

- Ramul Inn
- Gia Temple
- Temple Square
- Temple Cathedral

Inside the Gia Temple area, at Temple Square you witness a massive crowd entering the temple itself. As you attempt to sneak in behind them, your cover is blown when the sisters of the Dark God Gia spot you. Seconds later the sisters become Mummies before your very eyes (isn't immaculate conception a wonderful thing?).

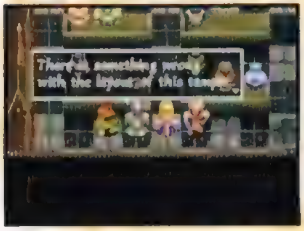
TEMPLE SQUARE

ENEMIES:

MASTER MUMMY x9

STORYCHECK

SUNDAY, BLOODY SUNDAY

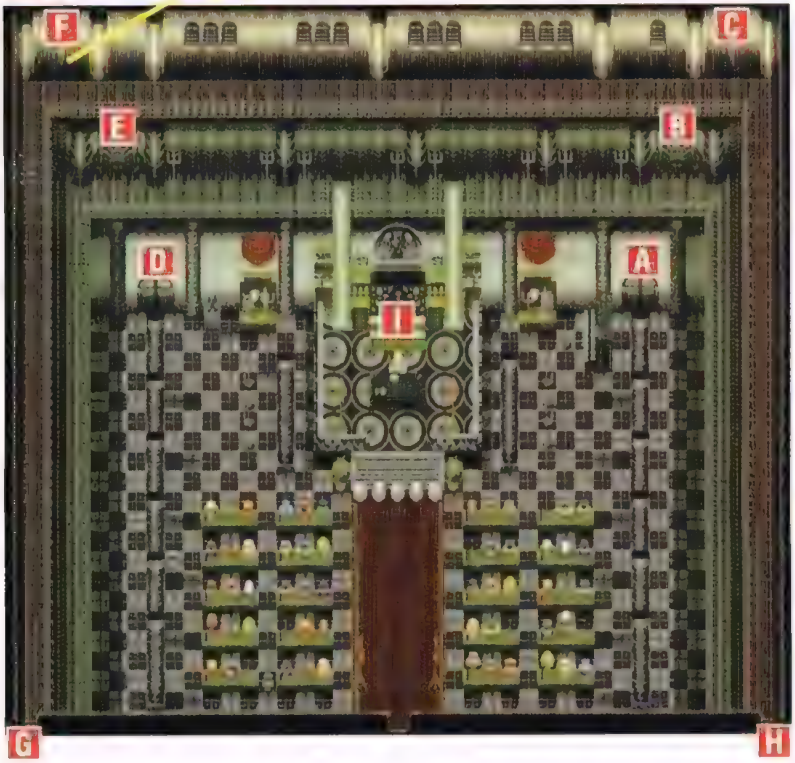


Gogen disses the acoustics of the temple. It's definitely not world-class.

Once past the welcoming committee, press on up the long stairs to the Gia Temple. If you're lucky, maybe you can destroy it from within. Before passing through the front gates, you're asked to choose characters for a battle party — just in case. The high doors of the temple give way to the front chamber of the Temple Cathedral. Climb this next set of stairs before you reach the Cathedral itself, then hide behind one of the pews in the back row so you can eavesdrop on this unholy congregation. Here Gogen once again reiterates his fear that the townsfolk are under some sort of hypnotic trance. Since that's the case, your next task must be to find a way of breaking it. A bit of exploration reveals a doorway at both the upper left and right corners of the Cathedral room. Perhaps the secret to stopping this madness is through one of those doors...

Check! ⇨ PG. 367

MAP 1

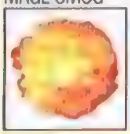


ENEMIES:

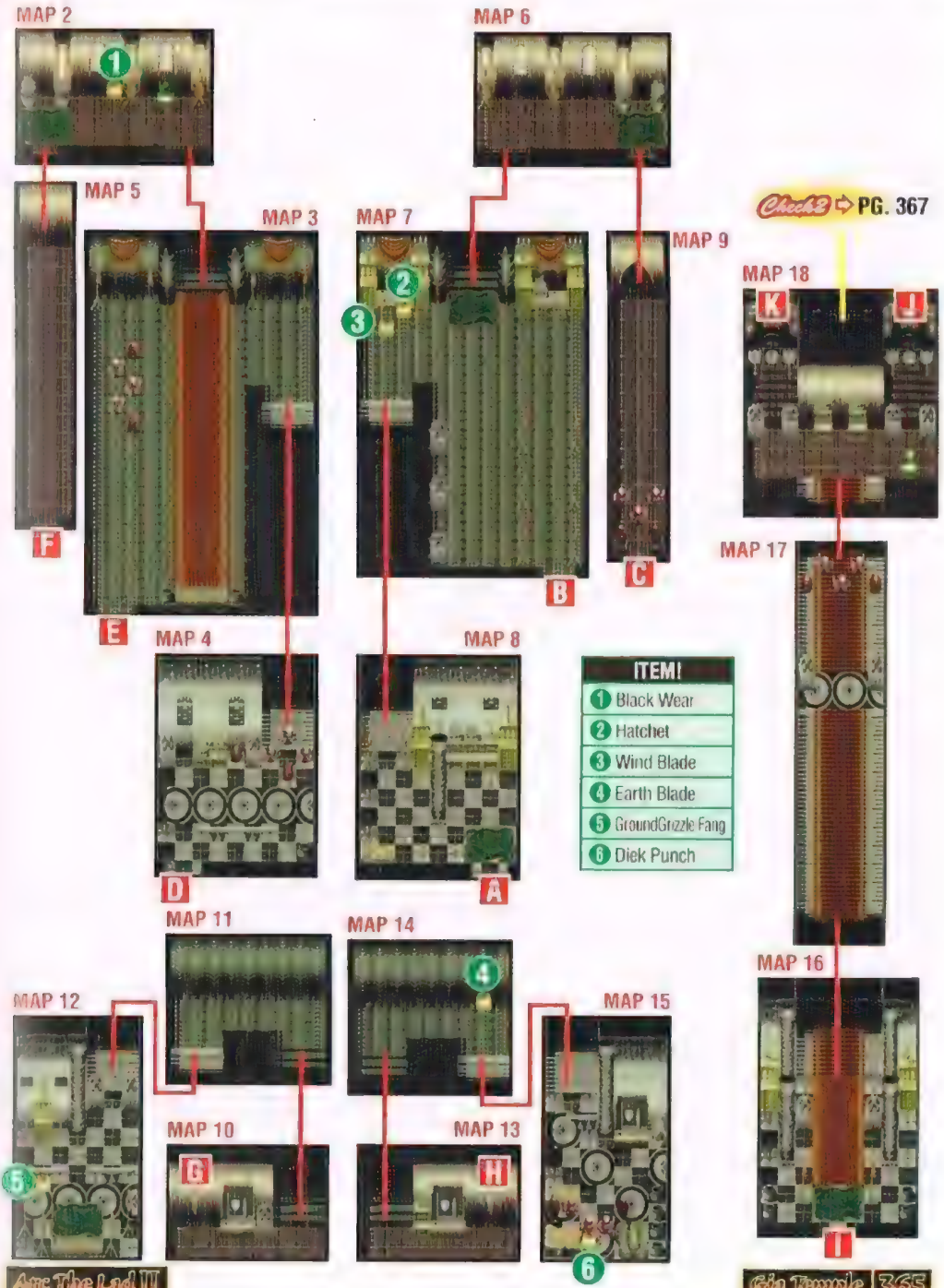
SKELETON LORD

DEMI-ZOMBIE

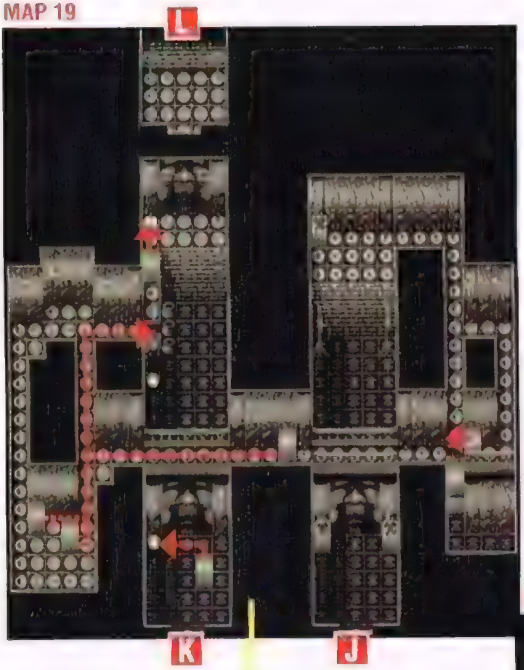
MAGE SMOG



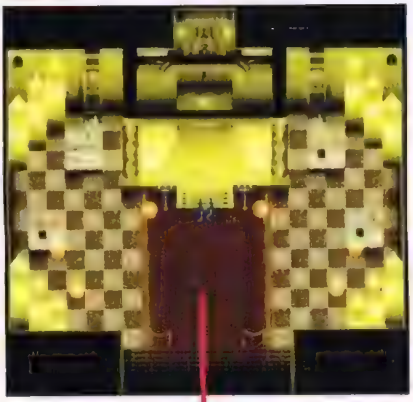
ARCHMONK


MAP 2
MAP 6
MAP 5
MAP 3
MAP 7
MAP 9
Check2 ⇨ PG. 367
MAP 18
MAP 17
MAP 4
MAP 8
ITEM!
1 Black Wear
2 Hatchet
3 Wind Blade
4 Earth Blade
5 GroundGrizzle Fang
6 Diek Punch
MAP 11
MAP 14
MAP 16
MAP 12
MAP 15
MAP 10
MAP 13
Arc The Lad II
Gia Temple 365

MAP 19

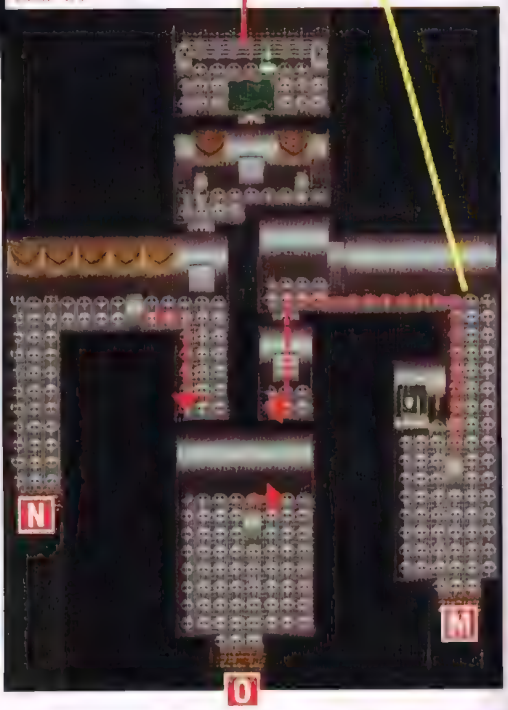


MAP 22



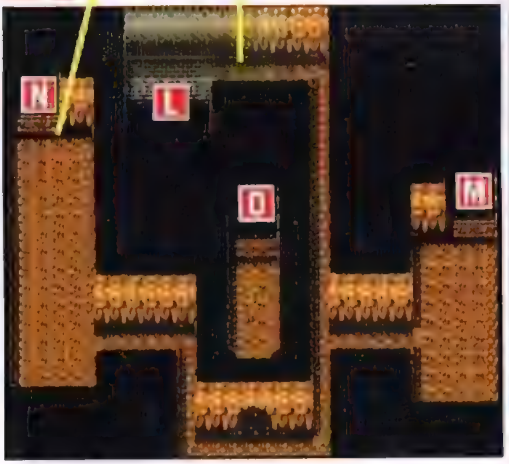
Check6 ⇨PG. 369

MAP 21



Check3 ⇨PG. 368
Check5 ⇨PG. 368
Check4 ⇨PG. 368

MAP 20



Check1 ➪ FOR DOOM THE BELL TOLLS

As you reach the balcony on the third floor (Map 1), you oversee one of the sisters far below informing the Archmonk of your intrusion. After getting the order to stop you, the sisters band together, and one presses a hidden switch on the altar. Moments later, the altar moves, and the Archmonk and sisters enter a secret passage behind it. Now that you've seen where the switch is, trek back downstairs and enter the passage yourself.

Look, Arc had a good reason for leaving that in the corner. He REALLY had to go.

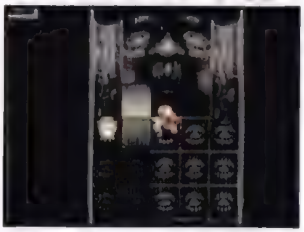
No sooner do you pass through the opening behind the altar, than you discover Lieza's Grandfather face down on the floor in Map 16! Luckily he's still alive. Happy to see him, but worried about the Archmonk, you help Grandpa back to his feet and continue on toward the top of the temple.

Up the stairs beyond where Lieza's Grandfather was found you go, racing towards the upper floors of the temple. Halfway up, one of the sisters stops you and lets you know that magic is not permitted in this area...well, wasn't that nice of her? As she leaves, a gang of ghastly creatures fill the void left by the sister's abrupt departure. They must have had a sale on Demi-Zombies and Skeleton Lords at Monsters 'R' Us because those are all the Gia Temple seems to be stocked with so far. From this encounter until the final confrontation with the Archmonk, your magic abilities are silenced. D'oh!

Unfortunately, it was the WRONG hidden switch, and the temple is flooded with bad polka muzak.

Check2 ➪ STONE ALONE

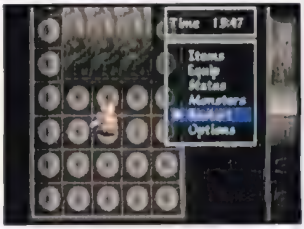
If anyone has been injured during this last skirmish, you'll be happy to find a Guardian's Force Fountain through the door at the top of the stairs. Once you've replenished your Hit Points, head up the stairs to the left (between the statues) and enter the door at the top of them. In this next room, push the stone block onto the beam of light coming from the floor at the upper left corner. Blocking this light triggers the door in the room to the right to open, so once you've accomplished this, leave the room you're in and head to that one via the stairs next to the fountain. Pass through the door you opened, then follow the corridor it leads to as far as you can, pushing more stone blocks as you go in order to progress.



Nothing funny about this. Pushing stone blocks is hard work!

Check3 ⇨ TIME TO FIGURE OUT THE PUZZLES

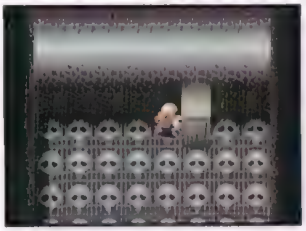
Once across the western overpass, push the block that you brought with you north (but not all the way to the top of the room), then to the east, so that it falls off the edge of the corridor and onto another light in the floor below, thereby covering it. Next, walk back to the southwestern corner of the corridor and push the remaining two blocks (one at a time) over the same edge like you just did the last one (make sure you begin by pushing them east, then north, or you'll get them stuck on a wall at the top of the room). During this, or the previous room where you needed to push the initial stone block onto the light, if you misplace any of the blocks you can press the ⊕ button to bring up your menu, and then choose ***Restart*** to return to the point before you moved any of the stone blocks. With these three blocks in place, you can now cross the gap where the broken edge was and push the final stone block forward onto the glowing eyeball in the floor, thus opening the nearby door to Map 20.



Even Arc makes mistakes sometimes...hence, the RESTART option.

Check4 ⇨ A RED GLOWING CORRIDOR... NO PROBLEM

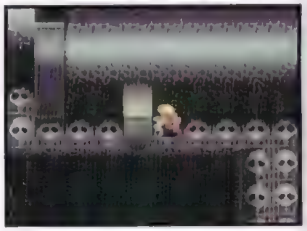
Through this door lies yet another corridor...this one lit by an eerie red glow, which makes the walls seem almost organic. At the far west and east are more stairways leading deeper into this area, but before taking them, head to the center where you'll find a cave-like opening that brings you to a room (Map 21) with a floor covered in a repeating skull pattern. A large stone block sits in the center of this room. Upon close inspection of the floor you'll notice that two of the skulls, one towards each upper corner of the room, have a chin that is a pale white instead of the normal gray that the others are colored. Pushing the stone block onto the skull to the east opens a door further ahead, while pushing it onto the one to the west drops another batch of your favorite undead creatures into the room. Let's push it east, shall we?


Definitely push the block to the right. The left skull switch starts a party you're better off skipping.

Check5 ⇨ ARE SKULLS A BAD SIGN?

If you don't have many healing items with you, or you just want to conserve them while you can, keep in mind that you can return to the Guardian's Force Fountain at any time.

Now that the far door is open, walk back around to the stairs at the west in Map 20 and proceed up them until you reach another room with a skull-patterned floor. Wind around this room and push the stone block to the east and then southward so that it comes to rest on the white-chinned skull in the lower east corner of this side of the room, opening a door not too far off to the east in the process.


It could be worse. You could be pushing TWO stone slabs...or Harry Knowles.

Finally, make your way back to Map 20 and head up the eastern stairs. As with the others, this leads to yet another room with a skull-covered floor. The stone block here needs to be pushed quite a distance. First push it north, then west down the long hall—where unfortunately it will hit a skull, which triggers an unavoidable encounter.

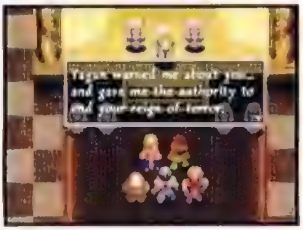
THEY'RE SUPER-FREAKY, YOW

After you've knocked the "un" off the undead, continue on with the block by pushing it the rest of the way down the hall, and then downward through the door you opened beforehand. Lastly, shove it into the southwest corner of the small room it's now in, so that it ends up on the white-chinned skull and opens a door in the area to the west.

With all the locked doors now open, head back around to the west and pass through them. You will come to another Guardian's Force Fountain at the base of a large set of stairs. These stairs lead to the bell that you mean to destroy, but since both the Archmonk and sisters may have something to say about your intentions, using the fountain might be a wise decision before ascending.

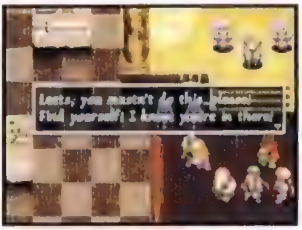
When you're ready, take the stairs and do your best to rid Forles of the Gia Temple mind control device activated by its evil Archmonk. By the time you actually fight this bastard, you'll be utterly convinced that he is evil incarnate. When this lunatic tries to control Leets, the situation goes from bad to worse, not for the boy, but rather Lieza's Grandfather, who jumps willingly into harm's way to save his Granddaughter's life. As the Archmonk is about to make the situation go all to hell by summoning the rest of the people of Ramul to kill you, Iga steps forth, and with a tremendous display of power, uses his Taima-kodan ability to destroy the bell. Enraged, the Archmonk transforms both himself and the sisters, swearing vengeance all the while. After choosing the last four members of a battle party to accompany Lieza, it's crazy-ass-kickin' time!

Once you succeed in taking out the Archmonk and his blind followers, the very temple itself begins to collapse. Without a moment to spare, you need to gather the villagers together and get out of there.



So, another of Yagun's crazy friends. Great, just great.

Took the words right out of just about everyone's mouth at this point.

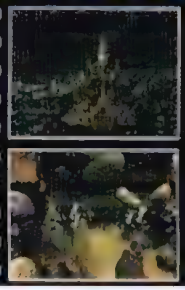


Lieza implores Leets to consider the risks of what he's trying to do. Doesn't he realize being a teenage dad is a drag?

Archmonk					
LEVEL:	56	ATTACK	42	JUMP LEVEL	0
RANGE:	5	MAGIC:	16	THROW LEVEL:	2
HIT POINTS:	180	DEFENSE:	31	COUNTERATTACK LEVEL:	2
MAGIC POINTS:	73	AGILITY:	14	CATCH LEVEL	2
ABILITY:	Mind Buster	ABILITY	Misery Beam		
ABILITY:	None	ABILITY	None		
ABILITY:	None	ABILITY	None		
ATTRIBUTE:	Dark	EQUIP	Blood Sickle		
EXP	22400		4480		
NEXT	3360	KILL	5		

ANIMECHECK

TEMPLE COLLAPSE



FADE IN ON: EXT. GIA TEMPLE—WIDE SHOT

The TEMPLE and the ground surrounding it rumbles as the TEMPLE begins to collapse.

CUT TO a CLOSE UP of the TEMPLE. Debris continues to fall from the TEMPLE to the ground below, as its TOWERS begin to collapse.

CUT TO the entrance of GIA TEMPLE to show the destruction of the idol.

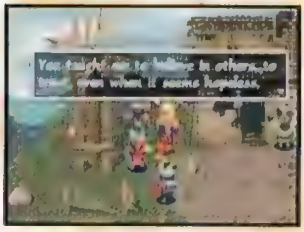
CUT TO a WIDE SHOT as the view MOVES to the top of the TEMPLE.

CUT TO another WIDE SHOT as the view MOVES to the top of the TEMPLE as the MIND CONTROL DEVICE falls to the ground below.

FADE OUT.

STORYCHECK

TOMORROW NEVER DIES



Lieza has to say goodbye to her grandfather.

Time passes...as Lieza's Grandfather is laid to rest, the citizens of Ramul, led by Leets, arrive to help rebuild Holn. Seems that the townspeople feel bad about what they did under the tower's control, and want to make up for it. With her village in good hands, Lieza and the others decide to press on.

EVENT CHECK!

Holn

Those remaining towers aren't going to fall on their own, you know—they'll need a little nudge from our heroes.

OUTLAWCHECK

DILLINGER

1 LOCATION: **Forles—Calmio Hill**

2 WEALTH: **1485 G**

3 MERITS: **2**

4 TIME FRAME: **Ramul Guild—After getting use of the Silver Noah, and returning to Forles.**

5 DESCRIPTION:

Up in the hills between the Forles Skyport and Mother Claire's Cave is where you'll find Dillinger, the last of the monsters wanted by the Guild in Ramul. Dillinger himself won't pose much of a threat to you, but his posse is large enough to overwhelm you if you're not careful.

6 AREA MAP:

7 CRIMINALS: DILLINGER x1 BERSERKER x2 GRIM STALKER x6

JOBCHECK Yuk Yuk Comedy Club Guard

1 LOCATION: Ramul Guild–Yuk Yuk Comedy Club | 2 WEALTH: 3500 G | 3 MERITS: 6

4 TIME FRAME: Ramul Guild—After Gia Temple is destroyed.

5 DESCRIPTION:

Once you've destroyed Gia Temple, and Ramul has returned to normal, this job appears in its Guild. After accepting it, head next door to the Yuk Yuk Comedy Club. Thoughts of Segle, the injured boy you reacquainted with his mother, fill your mind as you enter the club. Once inside, you can see why they need a guard...the stage is in shambles! Segle tells you it was the work of Farmas, a local loan shark. Segle's mother fell behind on her payments to this monster while he was sick, but she caught back up. It's Segle's belief that Farmas is now demanding more because he wants to take over the theatre—and as you can see, he means to get it! Before they can tell you more, Farmas makes another call on the comedy club—and by the look of what he's brought with him, there's nothing funny about it! After sending Segle and his mother to the back room for safety, choose your battle party and teach this S.O.B. a lesson on respecting the rights of others. During this encounter, although Farmas is present on the battlefield, you cannot attack him, nor can he attack you. The battle ends with Farmas running out the door like a scared child once you've defeated the Orcs he brought to help sway Segle and his mother into giving up the theatre.

FORM APPROVED HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

FARMAS x1

ORC x6

JOBCHECK Get Food to Holn Village

1 LOCATION: Ramul Guild–Ramul Bar–Holn | 2 WEALTH: 3000 G | 3 MERITS: 8

4 TIME FRAME: Ramul Guild—After Gia Temple is destroyed.

5 DESCRIPTION:

As with "Yuk Yuk Comedy Club Guard", this job becomes available to you after the Gia Temple has crumbled—literally. Take a walk across town to the Ramul Bar and talk to the Barkeep after accepting the contract for this job, in order to pick up the "special food" (given automatically while you're speaking with him). From here, leave Ramul and make the trip over to Holn. As soon as you reach the village, you're ambushed at the Holn Bridge by a group of very hungry Barbarians. Defeat the Barbarians quickly so that you can get the food to the workers in Holn before it gets cold. Once Leets takes delivery of the very tasty yet smelly grub, you will have completed the job to the satisfaction of both the Barkeep and the Ramul Guild.

FORM APPROVED HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

BARBARIAN x6

STORYCHECK THE CLAIRE WITCH PROJECT

Of course, this discriminatory cave filtering magic will be sued out of existence by the ACLU. Really.

After leaving Holn, journey northeast to Mother Claire's Cave which is located just north of Calmio Hill. Inside, a voice calls out... "Only one bearing the sacred proof can proceed. Do you bear it?" Upon hearing this, answer ***Yes***, as the proof in question is the Nol's Crystal which you received from Lieza's Grandfather so very long ago. Sensing that you speak the truth, the large rock at the rear of the cave moves aside, revealing a hidden mining passage leading into the mountain. Heeding the warning in the next words the voice speaks, you must now choose a battle party consisting only of beasts. The reason...the following caverns are apparently far too dangerous for humans—chosen or not.

EVENT CHECK!
Forles
Mother Claire's Cave
Mother Claire's House

In the house on the other side of the cave sits an elderly woman. In front of her is a blue crystal ball. Could this be the legendary Mother Claire? The words she speaks confirm Lieza's suspicions. Along with some very good advice, Mother Claire tells you that she will be here to help you should you ever need her. This help comes in the form of three new options available via Mother Claire's menu (prompted by speaking to her). These options are:

Actually, it's "Mutha" she didn't much care for, but "Mother" reminds her of it too easily.

Class Change

Upgrade any of the beasts in your party. Requirements for each upgrade include having an adequate amount of Nol Skill as well as the beast you wish to change being at the proper level for the transformation (both are noted beside the classes currently available for selection).

Add Ability

Add up to two new Magic Abilities to each of the characters in your current character pool. Abilities can be chosen from any of the highlighted selections within a pre-determined group of six per character. Placing the cursor over a previously selected ability and pressing the ⊙ button will return the selection to the pool of six, thus allowing you to change these extra abilities as you see fit.

Sell Monster

Exactly what it sounds like. Pick one of the beasts from your character pool and sell it for the price shown at the top of the screen.

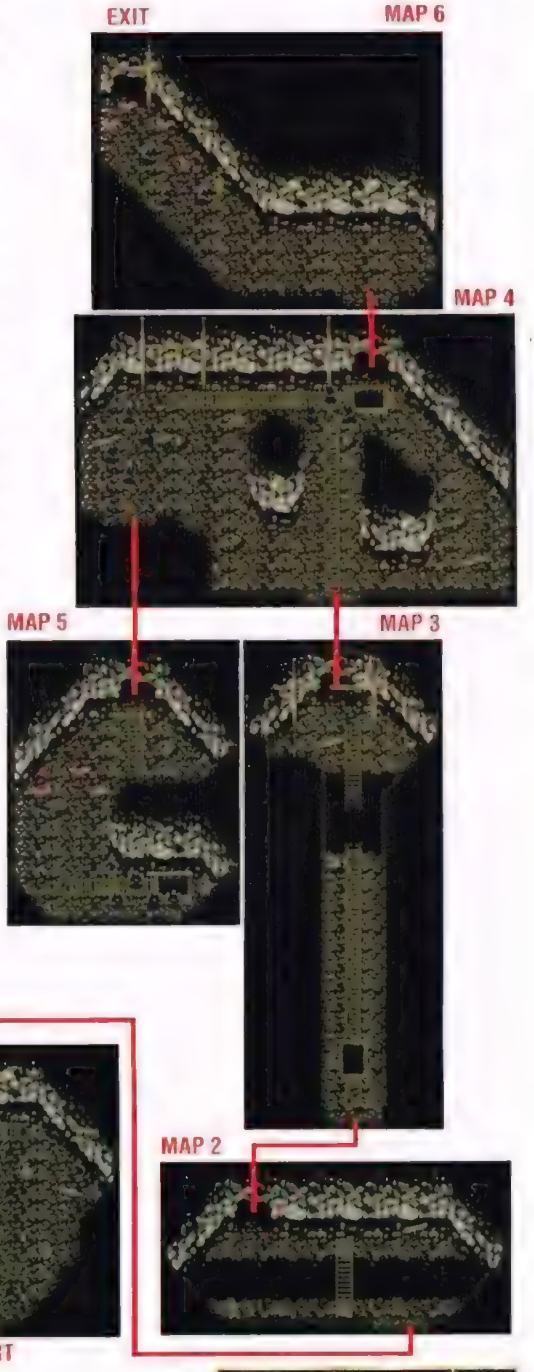
Once you've left Mother Claire's for the first time, if you attempt to enter "Mother Claire's Cave" again, you will be given the choice of proceeding into the cave or going directly to Mother Claire's House.

MOTHER CLAIRE'S CAVE

After forming your party (composed of Paundit and any other monsters Lieza has captured using her Ravish ability), enter the passage previously blocked by the boulder.

Not far from the start, you'll come to a broken section of ground which you cannot cross. To pass this obstacle, shift the switch next to the hole in order to trigger the mine cart at the beginning of the tracks to roll forward and create a makeshift bridge. Upon coming to the next room, you'll find a two-position lever. Pull this lever to the right to move a mine cart which was blocking a switch in the room to the southwest. Pulling it to the left calls forth a rather large group of enemies, so you may want to avoid doing that. Once you've moved it to the right, head to the room where the now-accessible third switch is and flip it (after working your way past/through the creatures who inhabit this area). This will move the cart that was blocking the entrance to a passage leading north in the previous room. Finally, return to the room with the two-position lever and enter the now-open northern passage.

After a brief jaunt through this last passage, Lieza thanks you for a job well done. Everyone then travels through the nearby exit.



ENEMIES:

BLACK WRAITH

MAGIC WAND

RABID BAT

BRAKIA

GOOZ WEAPONS & ITEMS SHOP

Revival Dust	1000 G
Cure-All	1000 G
Recover Fruit	400 G
Blood Herb	82 G
Rapier	1000 G
Light Ax	3000 G
Flail	1000 G
Iron Dagger	3000 G
Flame Trident	3000 G
Power Club	4000 G
Rod	1000 G
Claw	800 G
Leather Shoes	1500 G
Splash Cymbals	8000 G
Snake Whip	8000 G
Sub Machine Gun	2000 G
Beat Attacker	1000 G
Grizzle Fang	3000 G
Mask	20 G
Light Sickle	2000 G
Black Card	1200 G
Luck Beads	2000 G
Shotgun	10000 G
Leather Armor	1600 G
Cloth Wrap	800 G
Shoulder Guard	2000 G

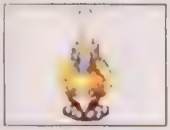
GOOZ

RUWAGA WEAPONS & ITEMS SHOP	
Revival Dust	1000 G
Cure-All	1000 G
Recover Fruit	400 G
Blood Herb	82 G
Rapier	1000 G
Light Ax	3000 G
Flail	1000 G
Iron Dagger	3000 G
Flame Trident	3000 G
Power Club	4000 G
Rod	1000 G
Claw	800 G
Leather Shoes	1500 G
Splash Cymbals	8000 G
Shot Whip	400 G
Sub Machine Gun	2000 G
Beat Attacker	1000 G
Fang	1000 G
Mask	20 G
Light Sickle	2000 G
Black Card	1200 G
Luck Beads	2000 G
Shotgun	10000 G
Cloth Wrap	800 G
Shoulder Guard	2000 G

GOOZ HUNTERS' GUILD

Need some extra Goz? Then seek out these fugitives from the law as you work your way through Banza Mountain.

WANTED



GAROP

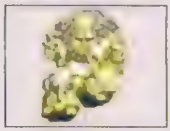
Class: Thunder Bird
Reward: 3060 G
Sighted: Banza Mountain
Special: Wind Slash

WANTED

GIGAS

Class: Shriek Lord
Reward: 2925 G
Sighted: Banza Mountain
Special: Dispel

WANTED



DABANO

Class: Doll Master
Reward: 2970 G
Sighted: Banza Mountain
Special: Unknown

WANTED

DREYPER

Class: Skeleton Knight
Reward: 3060 G
Sighted: Banza Mountain
Special: Strike Power

STORYCHECK

CAN'T SEE THE FOREST FOR THE TREES

They're about to learn a lesson in ass-kicking. Unfortunately for them, they're on the receiving end on this one.

EVENT CHECK!

Brakia

Ruwaga

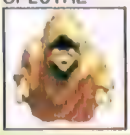
With Forles now out of danger, board the Silver Noah and set sail for Gruga's home country of Brakia.

Once you've touched down, make your way to the village of Ruwaga which is nestled on the cliffs between the Brakia Skyport and the volcano to the north. As soon as Gruga steps foot inside the village he called home before the uprising, he sees his fellow villagers being interrogated by the Romalian Patrol Corps. The Romalian military is looking for King Ginba, and they'll stop at nothing to find him—including harming the citizens of Brakia. When Gruga hears these threats being directed towards his old neighbors, he comes forth and challenges the soldiers. Not only is he recognized by the villagers, but by the troops as well, who, having heard of his great strength, transform into more of the vicious Chimera beasts that you've come to know and love—KILLING!!!

FIGHT AT RUWAGA

ENEMIES:

SPECTRE x6



STORYCHECK

TIME TO MAKE A DIFFERENCE

King Ginba spontaneously begins recalling his attempt at self-circumcision. Eww.

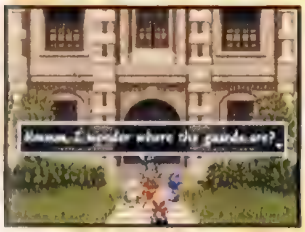
EVENT CHECK!

Ruwaga

After putting the Romalians in their place, seek out King Ginba, who's hiding in the hut at the northwest corner of the village. King Ginba tells you that Rygar, a man Gruga knows only too well from the War for Independence, has returned—and is now siding with Romalia! By joining forces with Romalia, he hopes to use their army of Chimera monsters to take over Brakia. Any and all attempts to call a truce with Rygar and his newfound Romalian brethren have met with nothing but injury and pain. Where everyone else has failed, Gruga feels he may be able to make a difference—and if nothing else, determine if Andel has his hand in any of this.

STORYCHECK

LET'S PAY RYGAR A VISIT



Let's not look a gift horse in the mouth! If there're no guards, all the better!

Once you've had a good look around, leave Ruwaga and head west to the Lord's Manor, where Rygar currently resides.

EVENT CHECK!

Ruwaga

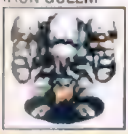
Lord's Manor

Over at the Manor, you're surprised to find the entrance unguarded. The normal troop placement is nowhere to be found. Cautiously you enter, readying a battle party in case it becomes necessary to use more than just your diplomatic skills. It doesn't take long to realize that you're not exactly welcome guests, for no sooner does your group pass through the doors from the entry room to the main section of the Manor, than you come under attack.

LORD'S MANOR

ENEMIES:

IRON GOLEM



DARK MAGE

STORYCHECK

RYGAR WINS THIS ONE

A present? For US? Awww...you shouldn't have!

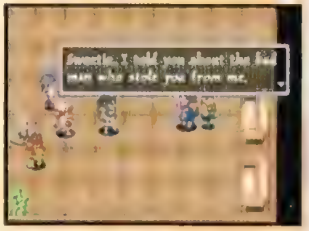
EVENT CHECK!

Lord's Manor

Ruwaga

After fighting your way through the Manor, you'll find Rygar seated at his desk in the back room. Amidst boasts that he will soon rule over Brakia, Rygar lets slip that Romalia, with which he now aligns himself, plans to take over the world. He then leads you into the Manor kitchen, where you come face-to-face with someone near and dear to Gruga's heart—Elena! With her vision now restored, the little girl fears Gruga because of his fearsome appearance. That bastard Rygar has stooped lower than Gruga could have ever imagined... using but a child to exact his revenge on the Brakian hero... filling her head full of malicious lies... telling her that Gruga had stolen her away from him, her true father... to use as a tool to get what HE wanted. Rygar then claims victory as he and Elena leave you. Gruga, with his feelings crushed, returns to Ruwaga.

Wanting to be by himself, Gruga returns home and asks that you leave him be. While controlling Shante, enter Gruga's room to see him drinking away his sorrow (in case you're wondering, it's peppermint schnapps with a twist). The scene then cuts to the Ruwaga Inn where the rest of your party has gathered. As they discuss the possible reasons for Romalia's interest in such a remote country, King Ginba arrives to tell them some disturbing news—in an attempt to get rid of the Brakian Resistance for good, Rygar may be planning to cause the dormant volcano, Mt. Banza, to erupt! As frightening as that sounds, Ele suggests that what King Ginba fears is a detonator may actually be another mind-control device under construction at the volcano. The others agree it would serve no purpose to destroy the countryside just to snuff out a few rebels—not when they can control the masses instead! It's settled! The time for talking has ended... It's now time to send a message to Rygar, and Gruga is just the Brakian to do it. Leave the Inn and head to Gruga's House to enlist the aid of the once and future hero of this land. It only takes a little reasoning and one hell of a bitch slap to make him see the light.



Rygar stoops really low to pull this one off.

That will still sting...next week.

With Gruga once again by your side, leave the village of Ruwaga.

A LITTLE SIGHTSEEING

Can't we just call ass-busters?

Before taking the hike north to Banza Mountain, you may be interested in stopping at a few other choice locations in Gruga's homeland, including the town of Gooz, just slightly south of the Lord's Manor. Along with the usual Inn and Shop, its Guild has several wanted criminals for you to apprehend once you've checked out the posters on its rear wall.

Other locations in Brakia worth investigating are the Smith to the northeast, where you can upgrade your equipment in various manners, the Zanag Plain to the east, which promises a battle with every visit, and the Sealed Ruins—the latest in the long line of ruins that you've hopefully been seeking out and plundering.

Once you've gotten the exploring bug out of your system, make your way north to Banza Mountain so you can rain on Rygar's parade—and hopefully win back Elena's love!

Ah, yes. Banza Mountain. Soon to be your most-hated section of this awesome game.

ZANAG PLAIN

ENEMIES:

HYDRA x2

SPHINX x2

SWORD EATER x4

THE SEALED RUINS

Located at the southeast corner of Brakia, these Sealed Ruins will open for you if you've first conquered the Sealed Ruins in Alatos. These ruins are like the ones in Alatos, but with a slight twist. They have multiple separated sections on various floors, but more than one stairway leading up or down to the next levels. Due to these nuances you'll have to pay closer attention to the paths you take in order to prevent getting lost in this maze-like dungeon. A Guardian's Force Fountain appears on the western section of Ruins B1 once you've rid it of renegade robots. As always, once you've cleared a floor of enemies it will remain that way for as long as you remain in the ruins.

RUINS 1F

ENEMIES:

SA-100

PA-100

SA-200

PA-200

RUINS B1

RUINS B2

ITEM!
1 Power Nut
2 Recover Fruit
3 Palo's Nut
4 Atrophy Ball
5 Super Rod
6 Reco's Grass
7 Spirit Seed
8 Yellow Powder
9 Wind Edge
10 Cure-All
11 Blue Flail
12 Power Unit 10
13 Full Power Fruit
14 Phalanx
15 Life Nut
16 Power Unit 11
17 Bastard Sword

RUINS B3

RUINS B4

STORYCHECK GRUGA VERSUS THE VOLCANO

A little something Gruga picked up that helped out in the showers during a short stint in jail.

As you pass through Mt. Banza's entrance, Gruga warns you to stay alert. Inside the volcano, lava flows block your progress in several directions. In order for you to delve deeper into Banza Mountain, you'll need to use the mine carts (choose *Yes* to get on, when prompted after inspecting each) located at various spots throughout the magma-ridden caverns—the first being up and around the corner from where you came in. Unfortunately, trouble begins as soon as you reach the end of your initial ride.

EVENT CHECK!

Banza Mountain Entrance

▼

Banza Mountain

ENEMIES:

MUD GOBLIN

MUD STALKER

WERETIGER

GAS CLOUD

RYGAR

ITEM!

1. Feather Staff
2. Battle Stick
3. Light Elbow

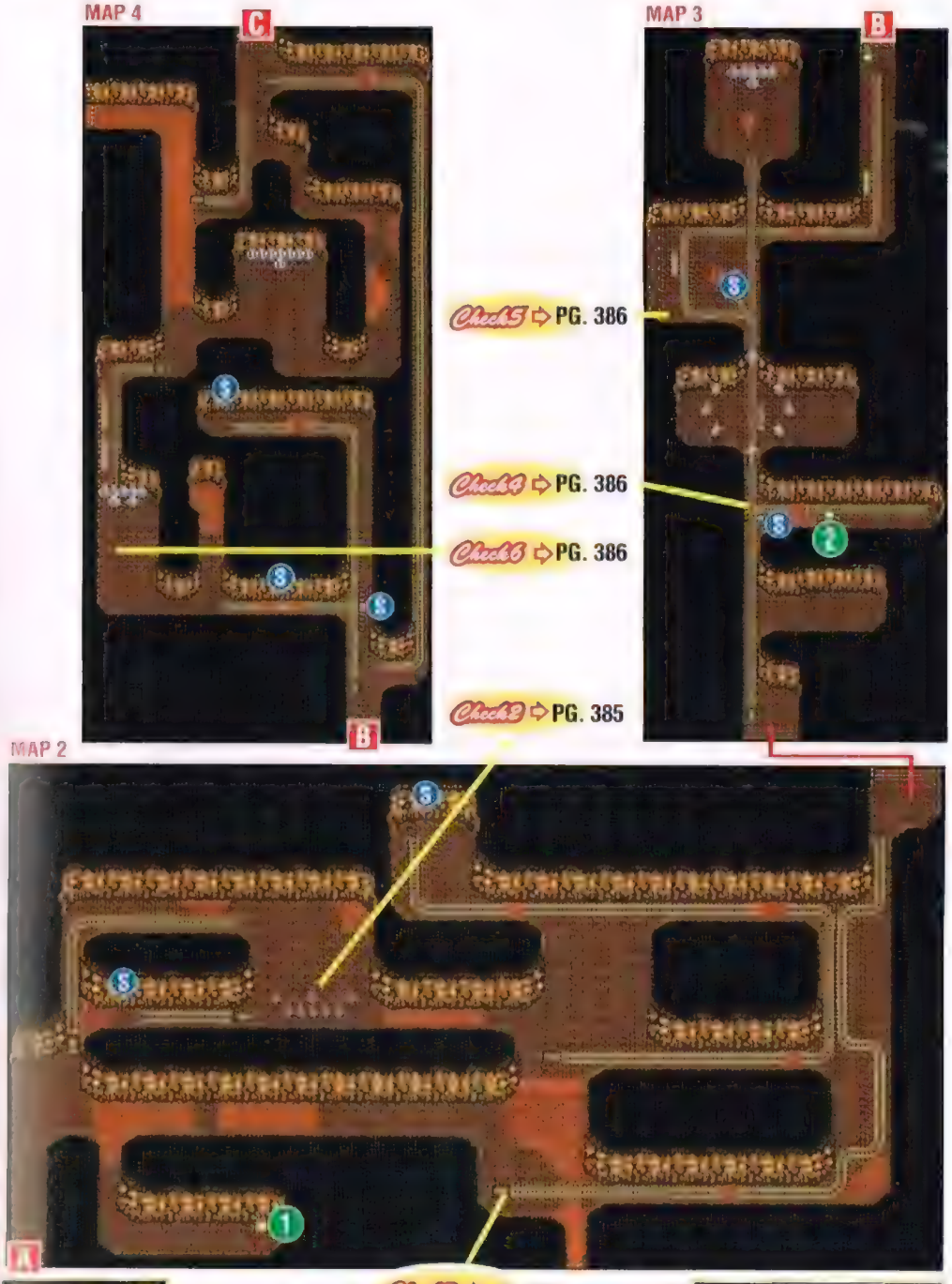
PLAY TIP

This area will open up after Rygar is defeated to allow access to the jobs in Banza Mountain.

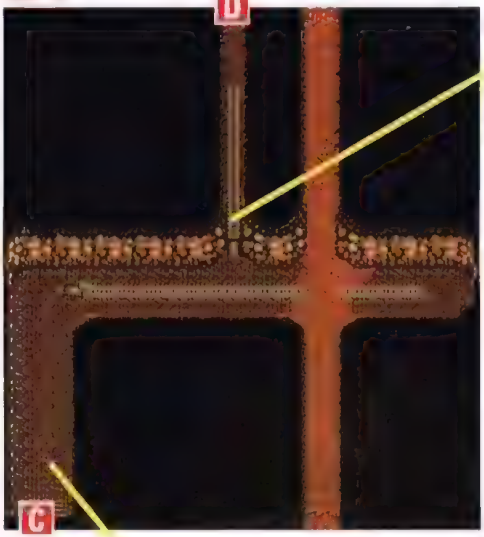
MAP 1

START

Check! ⇨ PG. 385


MAP 4
C
B
MAP 3
B
Check5 ⇨ PG. 386
Check4 ⇨ PG. 386
Check6 ⇨ PG. 386
Check2 ⇨ PG. 385
MAP 2
A
Check3 ⇨ PG. 385

MAP 5



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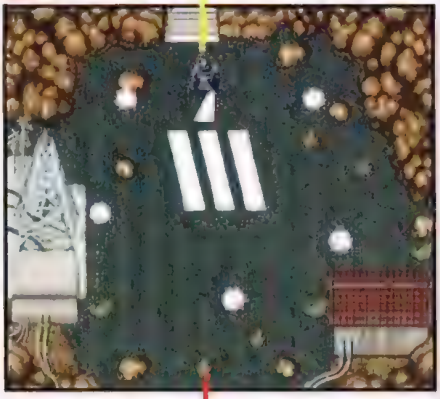
Check10 ⇨PG. 388

MAP 7



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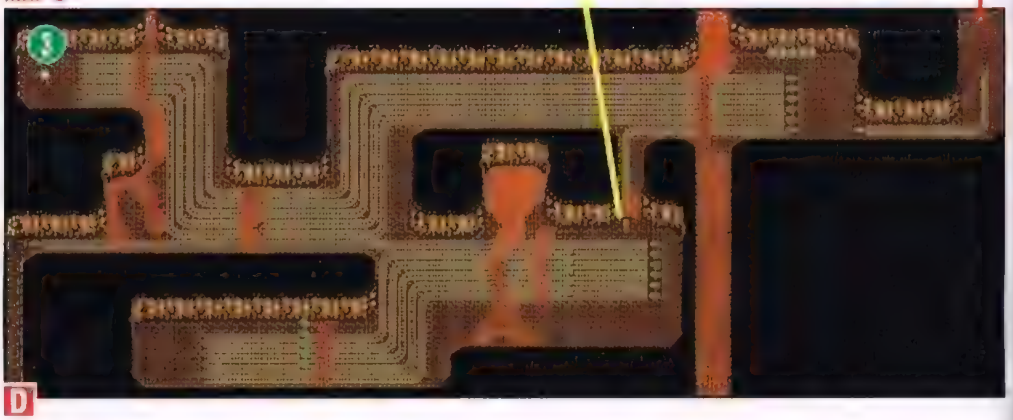
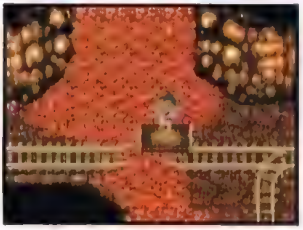
Check9 ⇨PG. 387

MAP 6



Check1 GHERKIN IN AN OLD MINE

When you've disposed of the dirt dwellers, continue on by taking the second cart (found at the northern end of this area) for a spin. Once it comes to a stop in the next area, you'll see another mine cart as well as a switch, which shifts the track placement. Currently the track is set so the cart will travel to the southwest, but since you need to head northwest, flip the switch before hopping onto the mine cart. If you take the mine cart for a spin before shifting the placement of the tracks, you will be brought to an area where Dabano, a creature wanted by the Gooz Hunters' Guild, can be found (see page 390). If you do find him, quickly make him an ex-Peirrot, and then get back to the task at hand.

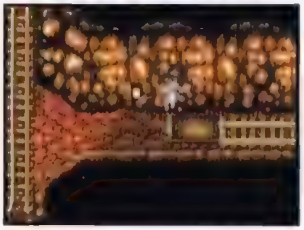


Gruga entertains his fantasies of being an all-powerful Genie.

After you've traveled northwest in the mine cart, you'll come to a small set of stairs. Another joyous cart ride to danger awaits you just beyond...

Check2 PLAYING WITH LAVA

From this point, take the next cart west to the small switch on the wall. Flipping this switch causes the lava to the south and east to recede. Take the eastern passage and use the cart you'll find in the area. It leads down the tracks to another wall switch. Press this switch to cause the lava to the south to recede even further than it did when you activated the last one. Next, return to the passage towards the south which you just cleared, but before pressing on in your journey through the volcano, check the newly opened dead-end passage just below it, near the stairs, to find a treasure chest containing a **Feather Staff.**



Gruga contemplates a switch.

Check3 RIDDLE ME PISSED

After acquiring the staff, make your way east through the passage above you, where the lava was previously. At the end of it is a surprise. A mine cart! Aren't you taken aback? Ride this cart far to the north, where you'll come to another set of stairs.

At the top of the stairs there is yet *another* mine cart. If you take the cart without first repositioning the tracks by way of the switches along the passage leading north, you will be ambushed once your ride comes to an end in the area furthest north.

To prevent this encounter, begin by walking up the tracks to the second turnoff on the right. Here you'll find a switch. Flip it to shift the tracks so that upon riding the cart, it heads down that passage. A treasure chest awaits you once you do.

While the urge is to just break the &#'$% switch by this time, it's probably best to just play it cool.

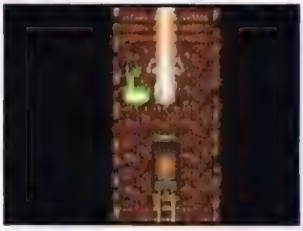
Check4 AMBUSHED

Once you've taken the weapon from the chest, ride the mine cart back to the stairs. Now, walk up the tracks to the north, flipping the switch for a second time as you walk by it so that the cart won't take the detour to the right again. Upon reaching the open area past the switch, you're ambushed by a gang of Mud Stalkers.

Gruga decides to bust out the chorus from the SEGA CD LUNAR intro song.

Check5 VISIT THE GUARDIAN FORCE FOUNTAIN

In the area north of where you were ambushed, flip the switch at the track branch-off point so that the cart will be able to snake a turn to the left when it reaches this point. Once this has been accomplished, return to the mine cart and ride it as far as it will take you. If you're low on Hit or Magic Points, you're in for a treat, because in addition to another set of stairs, the cart lets you off right in front of a Guardian's Force Fountain.



"I feel so...clean, so...fresh."

After a fabulous frolic in the fountain, take the stairs and in the passage you come to flip the switch to reposition the track. Once that's done, hop on the mine cart and ride it to the north where you'll see a another wall switch. Flip this switch to rid a passage to the northwest of the lava that was covering its floor. Next, return to the south via the mine cart and reposition the track so that you can take the turnoff leading west. Ride the cart as far west as it will take you, then continue on in that direction on foot. You don't get far before a monster appears on the broken section of track you just crossed and triggers the switch on the wall at its center, which in turn releases a flow of lava that traps you in this western area with several of his friends.

Check6 ONWARD!

Once you're through playing in the mud, ride the next cart to the area to the north. Here you can go even further north, where you'll find the stairs leading to the next section of the volcano (a mine cart which brings you back to the start of this section is available for you to use next to the stairs, should you desire to return to the Guardian's Force Fountain at the end of the previous section), or you can head east where you'll stumble onto another group of creatures, the leader of which is another wanted criminal from the Gooz Hunters' Guild. If you choose to check the eastern passage before taking the stairs, know that Gigas, the one with the bounty on his head, is hiding in the passages to the north, out of the main chamber of the battlefield (see page 390).

Gruga hesitates this time, because the eighth dwarf, Spunky, has left his cart a mess.

Check7 ⇨ YES OR NO? YES OR NO?

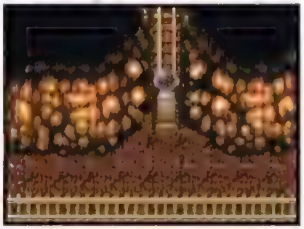
When you're ready, climb the stairs to the northwest and proceed down the passage they lead to. As you reach the bend, you spot a Weretiger attempting to steal a mine cart. You're then asked whether you'd like to ***Allow him*** to take the cart, ***Yes*** or ***No***. If you allow him to take it, he'll ride away to the east. However, if you attempt to stop him, you'll end up battling the creature and five of his friends a short distance down the track.

A scene from COPS! live in Banza Mountain...

Check8 ⇨ TIME TO HEAD NORTH

Since the mine cart on the track leading to the east was destroyed at the start of the battle (or if it's not there due to your allowing the Weretiger to leave with it previously), your only choice to proceed is now to take the next cart north. Up the stairs you'll find another cart...who'd have guessed? Ride this cart to the east where you'll face a pack of Weretigers who are on the prowl for you, due to the fact that you recently killed members of their den.

After railroading these thugs, if you're in a feisty mood, take the cart furthest south to another area where you'll be able to face more surly Weretigers.



A lonely mine cart on a lonely stretch of track in the loneliest part of the mountain.

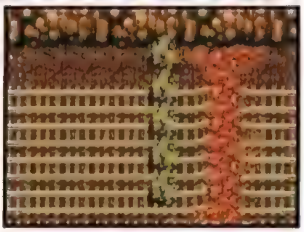
Check9 ⇨ WERETIGERS, OH MY!

If you'd rather just get on with the more important task of stopping Rygar, instead ride the mine cart positioned by itself to the north and...oh look! More Weretigers!

From the line of carts gathered near where you were let off, ride the third from the bottom to the west, where you'll find a treasure chest.

Once you've snagged the free equipment, return to the east and ride the lone cart at the bottom right to the next set of stairs.

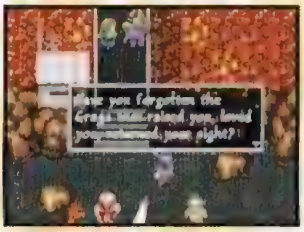
These stairs lead to a final Guardian's Force Fountain before the stairs that will take you to the very top of Banza Mountain. Use the fountain to regain your strength, then take the stairs to the north.



It looks like the party's about to be crashed.

STORY CHECK

RYGAR—ONE COLD BASTARD



Shante conveniently leaves out the part where he abandoned her in the night...

High atop Banza Mountain is the man who makes your blood boil more vigorously than the molten rock all around you—Rygar! Along with him is the object of your affection—Elena, standing beside her father...if you can call him that. If ever there was a pair that were more opposite...Rygar embodying all that is heartless, evil and treacherous, while the young Elena radiates innocence, caring and trust!

Once the pleasantries are out of the way, Rygar pats himself on the back whilst showing off his handiwork – the device that will aid Romalia in its Martyr Plan to control the entire world!!! Gruga's words, as strong and heartfelt as they are, are not enough to sway Rygar into stopping his part in this madness. It is during this moment of weakness on Gruga's part that Rygar strikes out – knocking the Brakian warrior into a crevice brimming with lava. Though his speech fell on deaf ears as far as Rygar was concerned, they do not get past Elena as easily. As Shante reminds the little girl of all Gruga has done for her—unconditionally—the child rushes to his aid...only to meet what seems like a cruel end at the hands of the monster that brought life to her so few years ago!!! As Rygar transforms into the Chimera beast Romalia has now genetically engineered him to be, a voice calls out from behind him. Gruga and Elena are safe! Whether it was a ledge or Gruga's strength that may have allowed him to hold onto the side of the crevice...either way, they're alive. The battle starts as soon as Elena is out of harm's way.

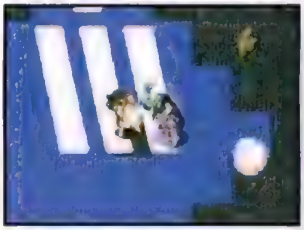
Wouldn't this be a good time to break out the Mentos? The freshmaker always smooths out the rough spots in a confrontation...

Check 10 ➪

IT'S GO TIME

During this battle, be wary of the Death spell Rygar is capable of casting, as well as the Petro Wind attacks from the Gas Clouds, as they can turn your party to stone pretty quickly, especially if you tend to fight as a group.

Once the battle is behind you, and Rygar's power silenced for good, the mind-control device falls into the volcano rather spectacularly.

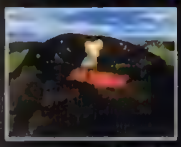


Good thing Gruga's strong enough to take abuse like this and still win...

Rygar					
LEVEL:	70	ATTACK:	48	JUMP LEVEL:	2
RANGE:	4	MAGIC:	19	THROW LEVEL:	2
HIT POINTS:	336	DEFENSE:	38	COUNTER ATTACK LEVEL:	2
MAGIC POINTS:	91	ABILITY:	15	CATCH LEVEL:	3
ABILITY	Death	ABILITY	None		
ABILITY	None	ABILITY	None		
ABILITY	None	ABILITY	None		
ATTRIBUTE	Dark	EQUIP:	Iron Knuckle		
EXP: 28000	5600				
EXP: 4200	MOV: 7				

ANIMECHECK

BANZA MOUNTAIN

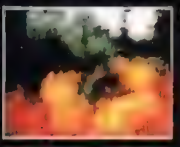


FADE IN ON:
EXT. BANZA MOUNTAIN—WIDE SHOT
Inside the mouth of the VOLCANO can be seen the MIND CONTROL DEVICE. Explosions begin to be seen.

CUT TO a CLOSE UP of the MIND CONTROL DEVICE. The explosions cause the support cables and the suspension bridge to collapse. ZOOM IN as the MIND CONTROL DEVICE falls into the magma.

CUT TO a WIDE SHOT of BANZA MOUNTAIN. SMOKE and DEBRIS can be seen as the DEVICE explodes.

FADE OUT.



STORYCHECK

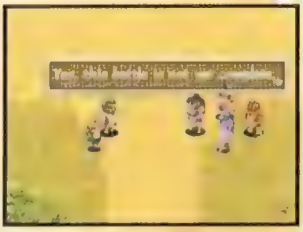
A HAPPY ENDING?

Elena gets a totally different confession than the one she is expecting.

At the foot of Banza Mountain, with everyone safe, Gruga chooses this time to confide in Elena the truth—that he was the one who caused the conflict which took her real parents from her. It was out of guilt that he took on the responsibility of raising her, but as time passed he knew that he loved the child as if she were his own. He goes on to explain that it was fear that made him leave her in Clenia, for he knew that once she could see, he would no longer be able to hide the truth. She would know he was not the man he claimed to be. Rather than chance heartbreak, he opted to run away. When all is said and done, Elena opens her arms and runs to the man she'll forever think of as "Daddy"!

The family reunion is cut short, however, as Elena must remain in Ruwaga while Gruga and the others press on in their quest to stop Romalia. The Brakian warrior, and newly proud father, will return though—nothing will stop him from getting back to his Elena once the threat of the Martyr Plan has ended!

If you re-enter Ruwaga Village, the townsfolk will tell you that Elena and King Ginba have gone to the Lord's Manor, and would like for you to come see them there before you leave. The trip isn't really necessary, but if you do head over there, Ginba and Elena will just tell you that they'll be waiting at the Manor for your return (in case you're wondering why Elena says that she knows you have to go to Forress, it's a hint for you to go to Forles in case you hadn't done so prior to arriving in Brakia. The mispronunciation is due to a swollen lip she incurred when Rygar pushed her over the edge of the volcano—uh, yeah, that's it). When you're ready, and have said all your goodbyes, make your way to the Brakia Skyport.



Gruga vows not to give up until every feminine protection pad has the magic of "wings."

Upon trying to leave Brakia, you're called to an emergency meeting inside the Operations Room of the Silver Noah. Using a new technology, Chongara has pinpointed the location of the next tower. Himself baffled, Chongara tells you that the "sensor" readings say that this tower cannot be found in any known country per say, but rather in the middle of the ocean —the ocean off the coast of Millmana to be exact. With that, plot a course for Millmana once you are given the option to do so via the World Map.

OUTLAWCHECK

DABANO

1 LOCATION: Banza Mountain

2 WEALTH: 2970 G

3 MERITS: 5

4 TIME FRAME: Gooz Guild—After viewing the wanted posters.

5 DESCRIPTION:

The capture of this wanted monster occurs during the normal progression of the game. As you're exploring Banza Mountain in an attempt to stop Rygar from installing another of Romalia's mind-control devices, if you take the second mine cart for a ride down the tracks before flipping the lever nearby to switch the tracks so that it goes the proper direction, you will arrive at a section of the volcano where Dabano is hiding out. Defeat this Doll Master and his followers to earn yourself a decent bounty, as well as the weapon known as *Dark Stream*.

6 AREA MAP:

7 CRIMINALS:

DABANO x1

MUD GOBLIN x7

FORM APPROVED. HG01-02-004-58602

OUTLAWCHECK

GIGAS

1 LOCATION: Banza Mountain

2 WEALTH: 2925 G

3 MERITS: 4

4 TIME FRAME: Gooz Guild—After viewing the wanted posters.

5 DESCRIPTION:

While deep inside the volcano known as Banza Mountain, on your way to a meeting with Rygar, you'll stumble upon this freak. The first wave in this fight to apprehend him involves eight Mud Stalkers, but upon their defeat you'll notice the battle isn't over... why? The reason is that Gigas is hiding in a passage to the north. Work your way around to him then take him out to fulfill the requirement for claiming the bounty on this wanted creature.

6 AREA MAP:

7 CRIMINALS:

GIGAS x1

MUD STALKER x8

FORM APPROVED. HG01-02-004-58602

JOB/OUTLAW CHECK Clear the Tracks!

1 LOCATION: **Gooz Guild–Banza Mountain** **2** WEALTH: **3000G/3060G** **3** MERITS: **6 (job) 4 (bounty)**

4 TIME FRAME: **Gooz Guild—After defeating Rygar.**

5 DESCRIPTION:

Client has requested a Hunter to clear the mine tracks of rocks on Mt. Banza. Client is waiting in the mountain.

Due to the location of this job, it will not become available until you have beaten Rygar and destroyed the mind-control device atop Banza Mountain. Once the contract has been taken, return to Banza Mountain so that you can meet up with the client. After forming a battle party, you'll notice that the lava flow that is normally to the left in the initial room has receded, allowing you to enter a new section to the west. In the first area of this new section you may run into Garop, a feathered felon wanted by the Gooz Guild.

After clipping Garop's wings, walk north and use the waiting mine cart to bring you to another set of creatures.

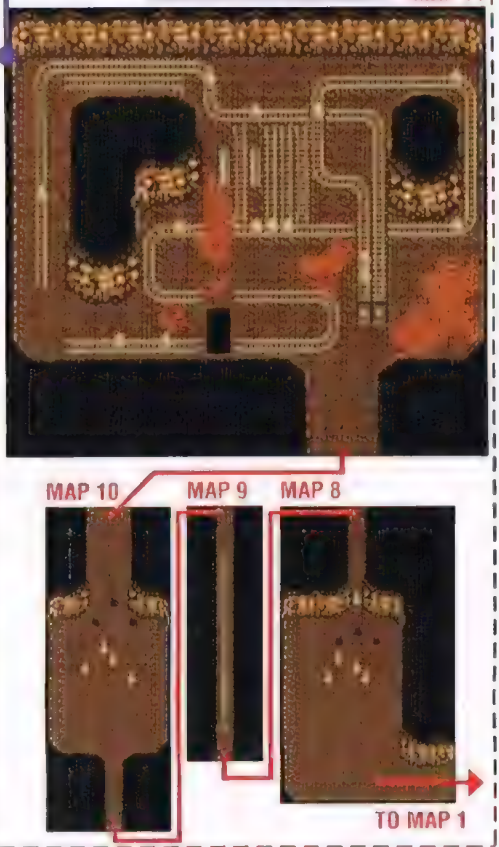
Just north of this second batch of undesirables is the man you've come to help. Once you're recognized as being from the Guild, the client fills you in on what needs to be done. In numerous places along the tracks that are scattered about this area, there sit large rocks. It's up to you to move and get rid of them, so quit yer lollygagging and get to work! You'll need to push the rocks in order to move them, then, once they're off the tracks, push them into the large hole to the south. Since you cannot push something unless you can get to the side of the object opposite from the direction you wish to move it in, do not allow any of the rocks to be pushed into walls or corners. In others words—don't paint yourself into a corner. If for any reason you do just that, feel free to speak to the client, as he will offer you the opportunity to *Start Over*. After you've done the job to the best of your ability, and at the very least cleared the tracks of the rocks, talk to the client and tell him you're through by choosing *Finish Job* from his selection menu. Your reward from the Guild will not only be based upon how many rocks you cleared from the tracks, but how many you disposed of down the hole as well.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

PLAY TIP

This area will open up after finishing this job to allow access to other areas.



7 CRIMINALS:

JOBCHECK

Collect Minerals

1 LOCATION: **Gooz Guild–Banza Mountain** **2** WEALTH: **4000 G** **3** MERITS: **8**

4 TIME FRAME: **Gooz Guild—After defeating Rygar.**

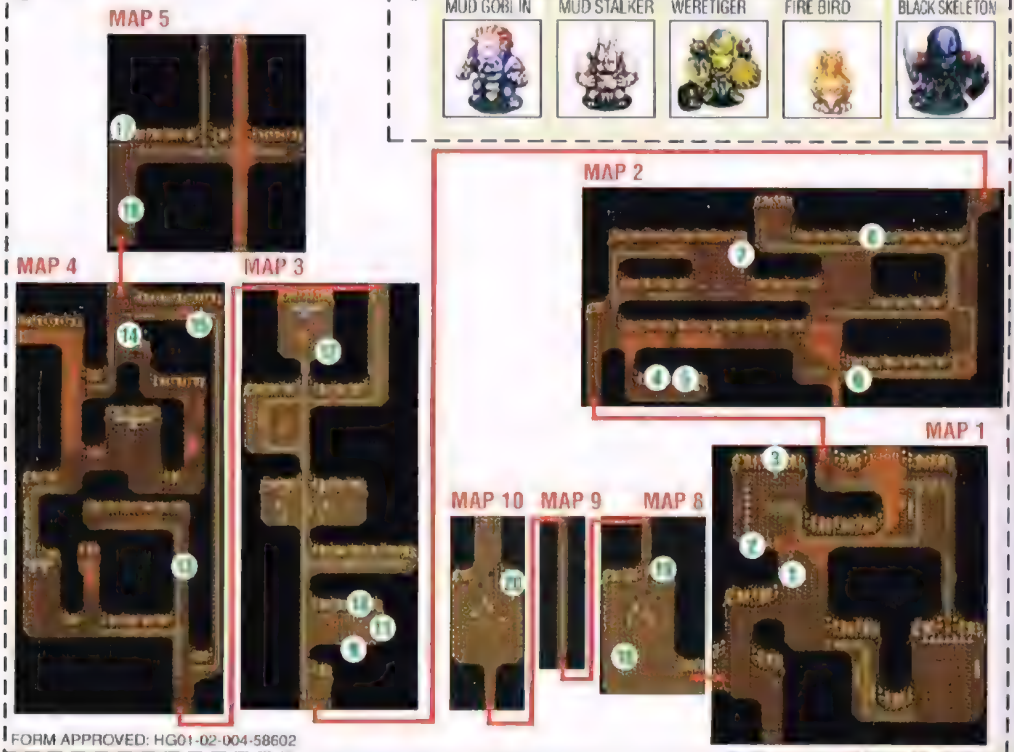
5 DESCRIPTION:

Client requests that a Hunter retrieve minerals he excavated, but dropped. Client is waiting at Mt. Banza.

As with "Clear the Tracks!", this job appears at the Gooz Guild as soon as you've rid Banza Mountain of the Romalian mind-control device. Take the walk back up the cliffs to Banza Mountain once you've been given this assignment. Inside you'll hear from the client that he dropped twenty mineral rocks in an attempt to escape from a troop of monsters who attacked him. Unfortunately the monsters are still milling about in the volcano, thus making it impossible for the client to retrieve them himself. That's what you're here for. At this point start wandering through the sections of Mount Banza collecting as many of the dropped minerals as you can find.

Once you're done gathering the minerals, return to the client who is still waiting by the Banza Mountain Entrance and give them to him via the *Finish this job* selection on his menu (appears when you talk to him). Your reward from the Guild will be based upon how many of the twenty minerals you were able to locate.

6 AREA MAP:



7 CRIMINALS:

FORM APPROVED: HG01-02-004-58602

JOBCHECK Deliver Meat to Gourmet

1 LOCATION: **Gooz Guild–Banza Mountain** **2** WEALTH: **2000 G** **3** MERITS: **5**

4 TIME FRAME: **Gooz Guild—After defeating Rygar.**

5 DESCRIPTION:

This job becomes available to you once you have saved Brakia from the mind-control device that Rygar built at the top of Banza Mountain. As the description states, head next door to the Gooz Inn after taking on this assignment and speak to the overweight gourmet in the room to the right of the counter. He tells you that he'd like to sample some of the meats from the Lord's Manor, so would you please go and get some for him? At this point, leave the Inn and take a stroll over to the Lord's Manor to do as he asked. Inside the Manor, pass through Rygar's old office, which is now Ginba's, to the room off it to the east. On a table at the rear left in this room you'll find a large shoulder of meat. Take this hopefully non-spoiled meat back to the rotund gourmet at the Inn to fulfill this job's requirements.

Of course, this kind of slang for a concubine these days is totally unacceptable.

FORM APPROVED HG01-02-004-58602

JOB/OUTLAW CHECK Monsters on the Tracks!

1 LOCATION: **Gooz Guild–Banza Mountain** **2** WEALTH: **4800G/3060G** **3** MERITS: **12 (job) 4 (bounty)**

4 TIME FRAME: **Gooz Guild—After completing the job "Clear the Tracks!"**

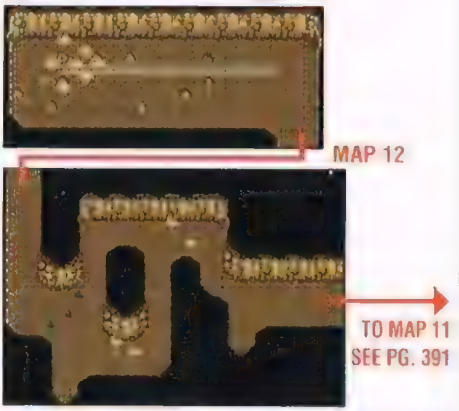
5 DESCRIPTION:

This contract appears in the Gooz Guild once you've completed the job "Clear the Tracks!", and have re-entered the Guild after having collected your reward for it. Once you're on the job, leave Gooz for Banza Mountain and seek out the client deep within the volcano. The client for this job can be found to the northwest of the man you previously moved the rocks for. Along the way to meeting the client, you'll face three groups of enemies, the last of which has the possibility of a wanted monster, Dreyper, from the Gooz Guild being among them.

When you finally reach him, the client asks that you eliminate a group of monsters who have been threatening him for hours. Answer *Yes* to begin the encounter.

Once the foul fowl have flown the coop, you'll have completed this job to the satisfaction of the client. Before returning to the Guild and claiming quite the hefty reward for such an easy assignment, you spot a lone Fire Bird in the far corner. Moments later it runs away. Closer inspection reveals that it was protecting an egg.

6 AREA MAP:



7 CRIMINALS

FORM APPROVED: HG01-02-004-58602

JOBCHECK Deliver the Herb

1 LOCATION: **Gooz Guild–Banza Mountain** | 2 WEALTH: **3000 G** | 3 MERITS: **7**

4 TIME FRAME: **Gooz Guild—After collecting the reward for the job "Collect Minerals".**

5 DESCRIPTION:

This contract shows up once you've re-entered the Gooz Guild after having completed and collected your reward for the job "Collect Minerals". Begin this job by talking to the doctor at the Gooz Bar. He tells you of his need for a Special Cure-All Herb which is rumored to grow only within Banza Mountain. Shopping list in hand, it's back you go once again to the volcano. By now you should unfortunately be very familiar with the inside of Banza Mountain, so finding your way around should no longer be a problem. Work your way northeast, as you would if you were trying to reach the Banza Mountain Top where you defeated Rygar.

At the northernmost point you can reach on the path leading towards the Banza Mountain Top, you'll reach the end of your search. In the spot where the final Guardian's Force Fountain once stood, before the lava flow covered it, blocking you from ever returning to the top of the volcano, you'll find the Special Cure-All Herb growing in the dirt. This job will be complete once you bring this valuable medicinal herb back to the doctor at the Gooz Bar so that he can use it to help curb disease throughout Brakia.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS:

JOBCHECK Get Monster Egg

1 LOCATION: **Gooz Guild–Banza Mountain** | 2 WEALTH: **3800 G** | 3 MERITS: **7**

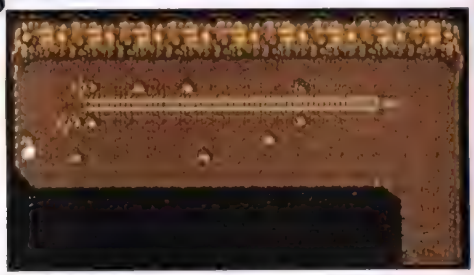
4 TIME FRAME: **Gooz Guild—After collecting the reward for the job "Monsters on the Tracks!" and "Deliver Meat to Gourmet".**

5 DESCRIPTION:

This contract shows up once you've re-entered the Gooz Guild after having both completed and collected your reward for the jobs "Monsters on the Tracks!" and "Deliver Meat to Gourmet". Almost as easy as the last job where you performed as a purveyor of culinary cuisine for the chunky connoisseur of chow, but with slightly more risk, is this latest fetch-and-retrieve outing. To satisfy the rumbly in the gourmet's tummy, return once again to Banza Mountain and seek out the giant egg that the Fire Bird laid in the "Monsters on the Tracks!" job. When you've located the egg in the far northwest area of the volcano, grab the soon-to-be omelette and bring it back to the always-hungry client in his room at the Gooz Inn.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:



7 CRIMINALS:

JOBCHECK

Monster Kids!

1 LOCATION: **Gooz Inn–Gooz Bar** **2** WEALTH: **5000 G** **3** MERITS: **7**

4 TIME FRAME: **Gooz Guild—After collecting the reward for the job "Get Monster Egg".**

5 DESCRIPTION:

This assignment is up for grabs once you've re-entered the Gooz Guild after having completed and collected your reward for the job "Get Monster Egg". The far right room of the Gooz Inn is the first stop you'll make in this job. When you enter the room you come face-to-face with the worst case of food poisoning you've ever seen. It seems that upon eating the giant Fire Bird egg you retrieved from Banza Mountain for the fat gourmet, his children turned into baby Fire Birds themselves. The old saying, "you are what you eat" comes to mind, but you keep it to yourself as you don't want to upset the client. Instead, after speaking with the gourmet, walk on over to the Gooz Bar and ask the doctor for some advice. He does you one better, and gives you some of the special Cure-All that you fetched for him in the job "Deliver the Herb". With remedy in hand, return to the Gooz Inn and administer it to the pre-teen poultry. Once the youngsters have returned to normal, and their fat father has thanked you profusely, you can mosey on back to the Guild and collect your reward.

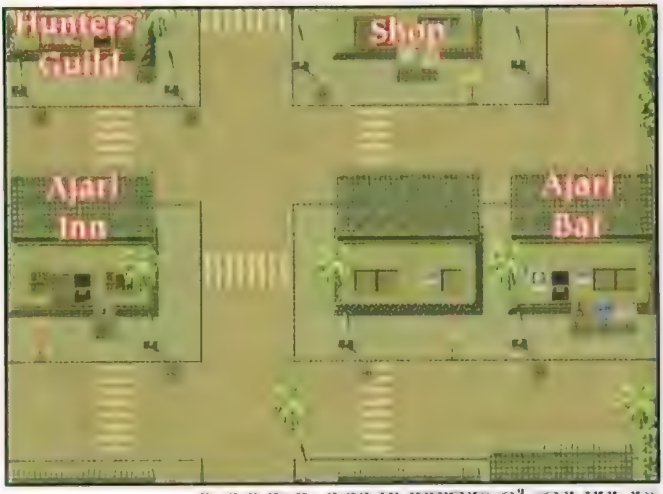
"Children? I don't see no stinking children..."

FORM APPROVED: HG01-02-004-58602

MILLMANA

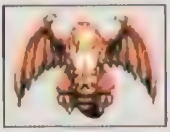
AJARL

AJARL WEAPONS & ITEMS SHOP	
Revival Dust	1000 G
Strengthen Fruit	1000 G
Cure-All	1000 G
Chain Flail	6000 G
Short Sword	8000 G
Partisan	4000 G
Metal Basher	8000 G
Scale Wand	3000 G
Iron Knuckle	2000 G
Boots	3500 G
Machine Gun	4500 G
Power Pad	4000 G
Grizzle Fang	3000 G
Shadow Mask	4000 G
Leather Armor	1600 G
Leather Wrap	1200 G
Blade Guard	4000 G



AJARL HUNTERS' GUILD

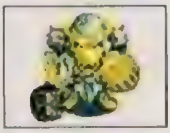
WANTED



DALCIOS

Class: Red Dragon
Reward: 3250 G
Sighted: Razen Pond
Special: Fire Breath

WANTED



GORGAS

Class: Weretiger
Reward: 3105 G
Sighted: Millmana
Special: Charge

WANTED

KISH

Class: Treant
Reward: 3150 G
Sighted: Nien Forest
Special: Throw Seed

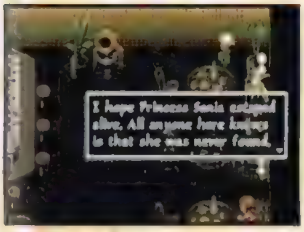
WANTED

GROVIS

Class: Dark Wraith
Reward: 6480 G
Sighted: Unknown
Special: Confusion

STORYCHECK

PRINCESS? WHAT PRINCESS?



What's a vacuum cleaner salesman doing in a bar?

After touching down behind enemy lines in the country of Millmana, enter the city of Ajarl to the southeast. From talking to the citizens on the street you hear mumblings that Yagun is building something in the ocean. Over in the Ajarl Bar, the man with the vacuum apparatus tells you that everything went to pot when the King of Millmana was killed by a monster on a rampage. He then goes on to say that Princess Sania's body was never found. Hopefully she managed to escape, but if she did, no one knows where she is. Hmmm...you know a Sania. Could your fortune-telling friend be royalty? If Arc can be, anything is possible.

EVENT CHECK!

Millmana

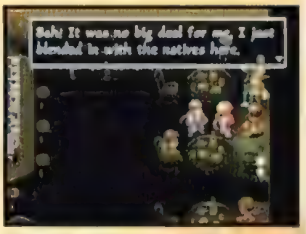
Ajarl

Ajarl Bar

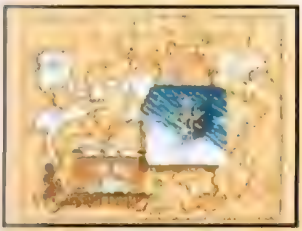
Silver Noah

Millmana Skyport

At this point, switch your lead character to Sania via the "L2" or "R2" buttons, so that the man with the vacuum can see her. When he does, he breaks down from joy and relief. The man's name is Roan, and Sania knows him well. After exclaiming how grateful they are that each other can still draw breath, Roan tells Sania that he's been collecting information regarding General Yagun and the King's death. His facts on the latter brings him to the conclusion that Yagun had a hand in it, but before going into too much detail on the subject, he reveals that the Forest Spirit is near death because of the state Millmana is currently in. Due to Yagun's desire for power, destroying Millmana is of no concern to him. He'll just use it up and move on to the next country.



Blended in? Well, maybe...



Of course, Yagun has blatantly ignored the ban on offshore drilling to make this thing.

A further nugget of knowledge that Roan has dug up proves to be most valuable. An offshore oil platform, in the ocean east of Millmana, is Yagun's latest project. Roan only suspects that its purpose is twofold, but you on the other hand know exactly what the true function of the rig will be, and it ain't Black Gold *or* Texas Tea—it's the Martyr Plan! Holding her feelings for revenge in check—for the time being—Sania and the others decide that they must first concentrate on taking out the oil rig before it becomes fully operational.

Before continuing, take a few moments to look around the city. The shop stocks several new items, and while the dispatcher at the Hunters' Guild may not have any jobs for you at this time, there are four wanted posters on the rear wall there.

When you're ready, leave Ajarl and return to the Silver Noah so that you can start your mission. Once you've lifted off from Millmana, choose the Oil Rig from the World Map.

OUTLAWCHECK

DALCIOS

1 LOCATION: **Millmana—Razen Pond** | **2** WEALTH: **3150 G** | **3** MERITS: **5**

4 TIME FRAME: **Ajarl Guild—After viewing the wanted posters in Ajarl Guild.**

5 DESCRIPTION:

If you've inspected the wanted posters at the Ajarl Guild, upon entering Razen Pond you may stumble upon some extra cash—in the way of a reward, that is. Romping around in the muck with the rest of the pond scum is Dalcios, the Red Dragon that the local authorities have been having so much trouble bringing in. With the defeat of this monster you'll earn the bounty on his hide, as well as a new weapon for Sania, the *Flame Wonder Card*.

6 AREA MAP:

7 CRIMINALS:

DALCIOS x1 — RED DRAGON

SLIME BOMBER x4 — EVIL WILLS

VENOM FLY x4 — POISONED APPLE

RAZEN POND

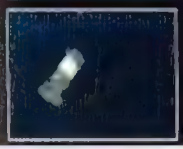
ENEMIES:

VENOM FLY x4

SLIME BOMBER x4

ANIMECHECK

DEEP SEA OIL RIG



FADE IN ON: EXT. OCEAN-DAY

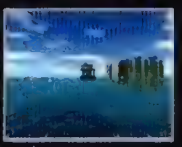
From the POV of the COCKPIT, the SILVER NOAH flies very low and fast, skimming the surface of the OCEAN. The OIL RIG begins to appear on the horizon.

CUT TO an OVERHEAD shot of the SILVER NOAH.

CUT TO a view of the OIL RIG in the distance as the SILVER NOAH enters the FRAME from the RIGHT.

CUT TO an OVERHEAD view of the SILVER NOAH. The SILVER NOAH banks to the LEFT as it makes its final approach.

FADE OUT.



STORYCHECK

TRAIN KEPT A ROLLIN'...

Yagun's quite confident. Of course, that will soon change. Oh, come on! You KNOW he's going down!

As you approach the Oil Rig, the scene cuts to General Yagun's Office. When a soldier reports to the General that the Silver Noah has been spotted in the vicinity of the Oil Rig, Yagun orders the Graunoln Train Cannon to be dispatched.

With the order sent, the focus then shifts to the Nien Forest, where the Graunoln lies. Several shots ring out—the Silver Noah shakes violently in the sky above the Oil Rig as cannon blast after cannon blast detonates around it. Heeding advice from Tosh, your number-one concern turns from the rig to that of stopping General Yagun and his Train Cannon! The Oil Rig will have to wait for you have no choice but to retreat to Millmana—staying here would only bring about the certain destruction of the Silver Noah!!!

EVENT CHECK!

- General Yagun's Office
- Nien Forest
- Silver Noah
- Millmana
- Ajarl

Back in Millmana, re-enter the city of Ajarl. Elsewhere, General Yagun receives an update informing him of your current whereabouts. From this, he deduces that you have returned to put an end to his precious train cannon. Be it overconfidence or sheer stupidity, Yagun commands that the Graunoln be left right where it is.

Well, if the situation wasn't so dire, seeking out a linguist for Chongara would be at the top of the list...

When the action returns to your troop, seek out Roan in the Ajarl Bar and ask him for information on the Graunoln Train Cannon. Along with the bit of trivia that the name Graunoln was chosen for it being the name of the Goddess of Destruction, Roan tells you that General Yagun is currently housing the Train Cannon in the Nien Forest. He goes on to say that because of the magic being used in its shielding, the only way to stop the cannon is by destroying the Train Control Room from within.

Now that you know what you must do, and the risk it entails, leave Ajarl and head over to the Nien Forest—you've got a train to catch!

Once you're in the Nien Forest (located just northwest of the Millmana Skyport), make your way to the far north, where you'll find Yagun's pride and joy, the Graunoln Train Cannon.

NIEN FOREST

OUTLAWCHECK

KISH

1 LOCATION: **Millmana–Nien Forest**

2 WEALTH: **3150 G**

3 MERITS: **4**

4 TIME FRAME: **Ajarl Guild—After viewing the wanted posters in Ajarl.**

5 DESCRIPTION:

This wanted Millmanian flora shows itself as you're traipsing through the Nien Forest on your way to the Graunoln Train Cannon. His loud hiss gives him away as soon as you reach the area where he's planted his roots. Killing this weed isn't exactly the hardest job you'll ever do, and unfortunately his bounty reflects this fact.

6 AREA MAP:

7 CRIMINALS:

KISH x1

DARK HEMO-JI x4

JOBCHECK Archaeological Guard

1 LOCATION: **Ajarl Guild–Nien Forest** **2** WEALTH: **2800 G** **3** MERITS: **8**

4 TIME FRAME: **Ajarl Guild—After Nien Forest is accessible from the World Map.**

5 DESCRIPTION:

Our client is researching ancient ruins by examining runes on ancient stones. He wishes protection while doing so. Client is waiting in bar.

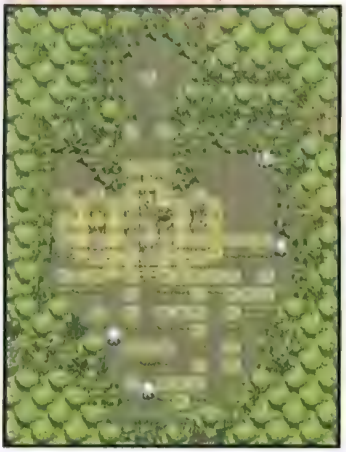
This job appears in the Ajarl Hunters' Guild once the Nien Forest location becomes accessible on the Millmana World Map (this occurs after you've received information on the Graunoln Train Cannon from Roan). To begin it, speak to the Archaeologist in the Ajarl Bar, then escort him out of Ajarl to the Nien Forest. If you accept this job before you've gone into the Nien Forest through normal game progression to destroy the Graunoln Train Cannon, upon entering the forest the client will ask if you'd like to *Proceed to the research area?* Answering *Yes* will allow you to continue on with this job, while choosing *No* will enable you to instead advance the plot of the game, skipping this job! After each portion of this job is completed successfully, you will be sent back out to the Millmana World Map. Re-entering the Nien Forest will bring up the *Proceed to the research area?* option again so you can complete the job or progress as you need/want to. During each stop at a ruin, the client will attempt to decipher the runes on the accompanying stones. While he does this, it'll be your job to hold off any advancing monsters for a set amount of time/turns so that he may complete his work properly.

If all the enemies are killed before the requisite amount of time/turns has passed, merely skip your characters' turns to proceed, as the foes will not re-appear. As soon as the third and final rune has been correctly deciphered, the job will be completed to the satisfaction of the Ajarl Guild, not to mention the delight of the client.

6 AREA MAP:

1st Ruins—5 Minutes/Turns

2nd Ruins—7 Minutes/Turns



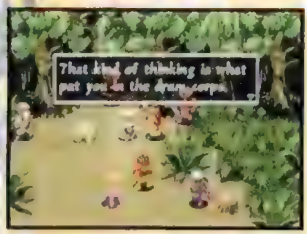
3rd Ruins—5 Minutes/Turns

7 CRIMINALS:

DARK HEMO-JI

FORM APPROVED HG01-02-004-58602

STORYCHECK I THINK I CAN'T! I THINK I CAN'T!



Poco's idea to infiltrate the train was to smear his body with marshmallow cream and butter, making him too slippery to grab.

EVENT CHECK!

Train Cannon Base

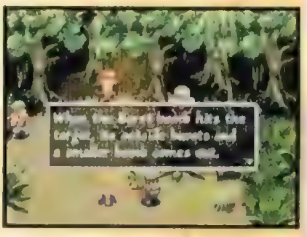
General Yagun's Office

Train Cannon Base

Upon reaching the clearing where the train is entrenched, Sania devises a possible method for getting aboard. If you can somehow avoid the guns atop the train, the lack of shielding there should make it the perfect point of entry. To go about this, you'll need to attack from above via airship, and herein lies the problem—since the Silver Noah is far too large to get close enough, how do you do so with the smaller Hien without being overwhelmed? The answer: simple—create a distraction so the Hien can slip in unnoticed. With the plan now set, you'll break into two teams... Elc and Sania leading the air assault, while Arc heads up the ground team who'll stay behind to handle the diversion. Arc then asks if you're ready, ***Yes*** or ***No***.

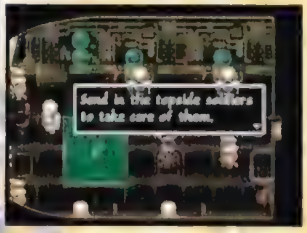
If you choose ***No*** at this point, you'll be sent back out to the Millmana World Map, from which you can then take care of any preparations you feel are necessary. When you're ready to return and begin your raid on the Graunoln, you can avoid hiking back through the Nien Forest by choosing the newly-accessible ***Train Cannon Base*** location from the Millmana World Map.

Telling Arc ***Yes*** will bring up the character selection screens for each group, beginning with the air-attack team, which, if successful, will enter the Train itself. If you're feeling a bit iffy about your choices, don't worry, you'll have the chance to alter the members of the two teams by way of the prompt asking ***Are you sure?***, which will appear when you're done. When you're finally ready to get on with it, and have answered ***Yes*** to both prompts, Shu hands Elc several bombs, advising him to use them on large groups of enemies during his run on the train.



A little last-minute instruction on the use of the pyro devices isn't a bad idea...

Cut to General Yagun's office. When he's told that you've reached the Graunoln, it dawns on the General that Arc and company may be smarter than he thought—too bad for him he came to this realization a little late. As a last-ditch effort, Yagun orders more monsters to be sent into the forest to stop you.



The Romalian soldiers are falling right into the trap!

With the others heading back to the Millmana Skyport, Arc and his group make a not-so-subtle appearance at the Graunoln. Hopefully Yagun's men don't figure out that you're here to stall for time so that the Hien can make its move. As the battle begins, four King Dragons fly in to help the transformed Chimera soldiers. Yagun wasn't fooling around when he called for reinforcements!

TRAIN CANNON BASE

ENEMIES:

KING DRAGON x4

OGRE LORD x4

STORYCHECK

THE LITTLE ENGINE THAT COULDN'T!

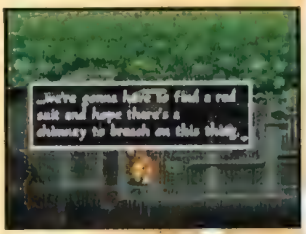
Yagun contemplates changing his diet to something higher in fiber...like squirrel crap.

When Commander Giones inside the Graunoln hears that his men have been defeated, he sends the troops guarding the top of the train down to the front-line to try and put a stop to Arc...bonus! Everything is going according to plan!

While Arc and the others take on the next wave of Millmana's finest, Chopin flies the others in on the Hien. As they approach the target, Giones is made aware of their presence, but it's now too late to do anything about it. The cannon can't be aimed fast enough, and the troops are tied up with Arc. The only thing left is to call General Yagun—maybe he'll have some idea of what to do! Unfortunately for Giones, the only thing Yagun does is threaten. Seeing no other alternative, Giones decides to place inexperienced men at the anti-aircraft guns atop the train.

With the sky above the Graunoln now ablaze with mortar fire, Chopin brings the Hien in low so that Ele and his team can drop aboard the train.

After knocking out the anti-aircraft turrets single-handedly, Ele comes to find that the hatch leading to the interior of the train is locked. A tiny bit of thought drums up the solution—the bombs Shu gave him! KABOOM!! You're in!



Ele demonstrates why he didn't end up a comedian.

STORYCHECK

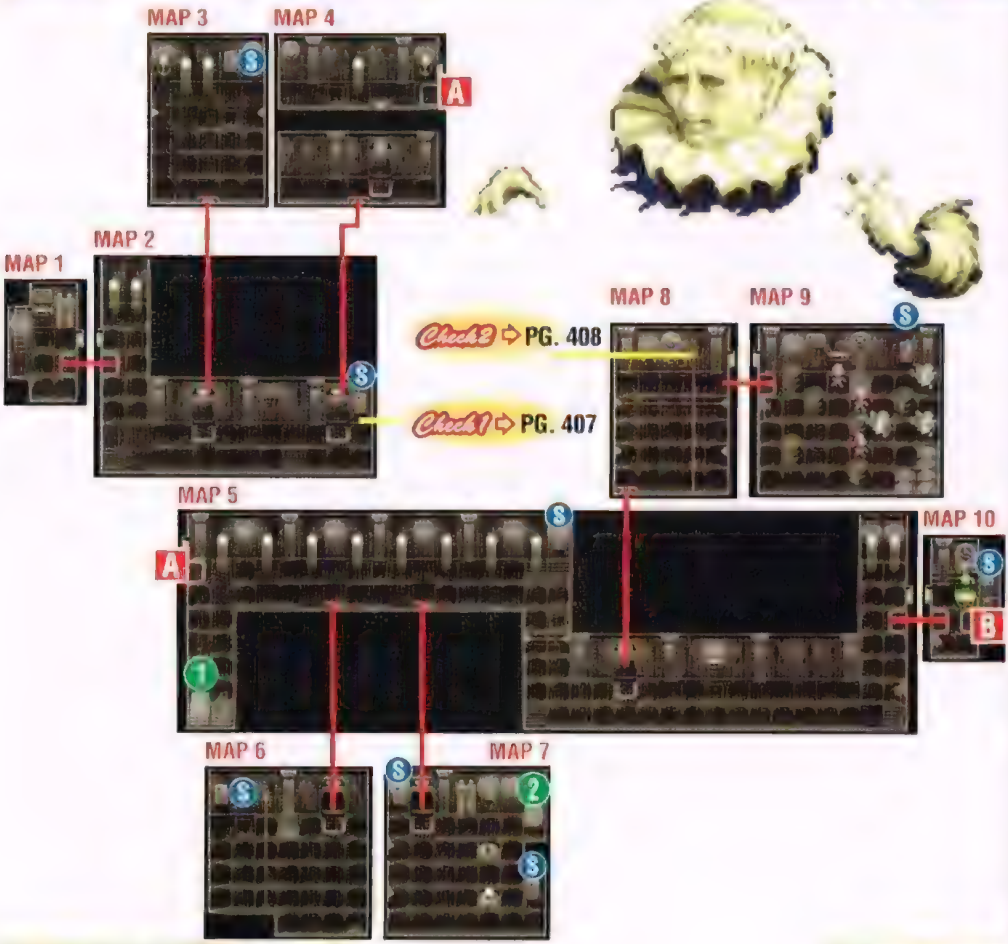
FALL BACK!

Arc gives the order to fall back after making sure Elc did what he was supposed to.

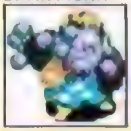
Seeing that Elc has accomplished the task of getting inside the Graunoln, Arc and his party retreat to the safety of the Silver Noah. It's now up to Elc and the rest of his assault squad to finish what must be done.

Obviously upset by the news of what's happening aboard his special little choo-choo, General Yagun loses his temper—scaring his monkey in the process. A scared monkey is never good.

Meanwhile, Elc's team races through the rooms and corridors of the Graunoln in an attempt to find the control room.



ENEMIES:

SHADOW NINJA	SPECTRE MONK	DARK MONK
		
ASSASSIN LORD	GRIM STALKER	GIONES

DARK CURSE

ITEM!	
1 Rock Shot	6 Magic Rod
2 WindGrizzle Fang	7 Memory Necklace
3 Killer Sound	8 DarkGrizzle Fang
4 Diek Gun	9 Long Pole
5 Pole Ax	10 Dark Weapon

MAP 18
MAP 20
MAP 21
MAP 26
MAP 27
MAP 19
MAP 22
MAP 23
MAP 24
MAP 25
MAP 28
MAP 31
MAP 30
MAP 29
MAP 36
MAP 35
MAP 32
MAP 34
MAP 33
Check7 ⇨PG. 409
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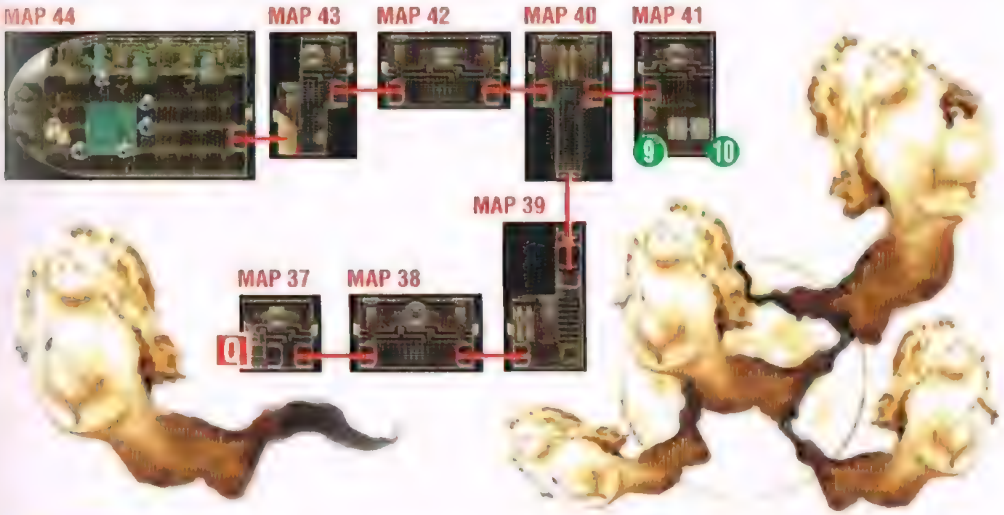


Check!

QUICK! FLIP THE SWITCH!

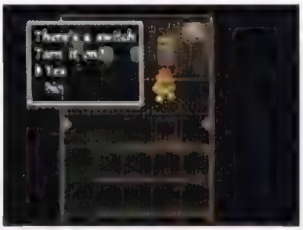
At the end of the corridor in the first compartment (Map 2) there is a switch on the wall; flip it "on" to disable a sensor beam in the room to the far west (Map 5). This needs to be off because hitting a beam activates the security system, making your life miserable.

On the rear wall of the room whose sensor beam you just disabled is another switch. Flip this one "on" to open a door in the hallway of Map 4 (through the door at the end of the outer corridor) so you can continue on through the train.

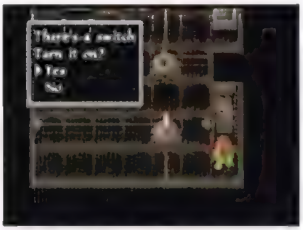
The next wall switch you come to will be found in the corridor of Map 5, just above the sensor beam which blocks you from progressing. Turn this switch "on", then enter the doorway directly to the west. The switch redirected one of the two sensor beams in this room, allowing you to reach the treasure chest in Map 7.

Once you've raided the treasure, turn "on" the switch next to the door in the room you're in. Next, return to the switch in the hallway and turn it back "off". Doing this will allow you to reach the switch at the southeast corner of the room where you just found the ***WindGrizzle Fang*** by redirecting the two sensor beams. Turning this new switch "on" deactivates the sensor beam in the room to the west, gaining you safe access to yet another wall switch.

After turning this last switch "on" (in Map 6), the sensor beam in the outer corridor will be deactivated, enabling you to continue your journey through this compartment of the train.



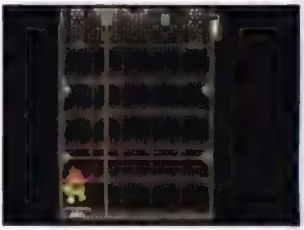
Yes, flip the switch. It's the first of many.



Where's Catherine Zeta-Jones when you need her? Ele in a cat suit just wouldn't be the same...

Check2 BEAM A LITTLE BEAM FOR ME!

Inside the room around the bend in the corridor just past the sensor beam (Map 8), you'll see four beams projected, two at a time, at specific intervals. If you're careful, you can walk through the room to the door at the top right without being detected.



It's like a high-tech version of jump rope, where *death* (or at least serious inconvenience) is on the line.

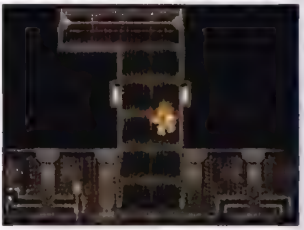
Unfortunately that top room (Map 9) is brimming with baddies.

Once you've cleared a path through the foes, flip the switch on the rear wall to activate the power supply for the lift in the room at the end of the outer corridor (Map 10). With the switch thrown, return to the corridor and make your way east where you'll not only find the lift, but a Guardian's Force Fountain as well.

After replenishing your health and magic points, ride the lift (inspect the power unit on the wall beside it) to the level below, heading west once you arrive.

Check3 TAKE THE LOW ROAD

In Map 12, take the lower route, avoiding the sensor beams, until you come to the hallway leading up. Along either side of this hall is a doorway. The door to the east leads to the wall switch that lowers the sensor beams in the central hall and eastern section of the upper corridor.



Notice the nice markers to tip you off that there's something to see here?

If you enter the room to the west (Map 14) you'll find another switch. Turning this "on" will reposition a sliding wall so that you can access another wall switch in a room you'll come to later.

Check4 DON'T TRIP THE SENSOR

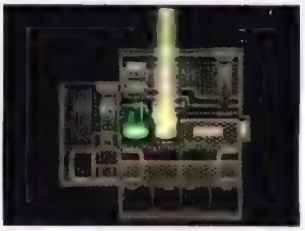
The next room you can reach, the northern entrance to Map 13 found off the upper corridor, contains a wall switch that shuts down the sensor beam blocking the two exit doors at the western side of the lower corridor. To reach it, you must make your way past three alternating sensor beams in a similar fashion to how you crossed through the room to reach the switch that controlled the lift. The difference here, and on the rest of this level, is that instead of enemies appearing if you trip any of the beams, you're teleported to the start of the room, or in the case of the sensors in the outer corridor, the start of the compartment. Damn! Wait...double damn!

Go ahead...you know you want to!

With the western doors in the lower corridor now accessible, pass through them and enter the next room you come to, the west section of Map 14.

Check5 ➪ PLAYING IN THE FOUNTAIN

When you've made short work of the local foes, turn the switch at the back corner of the room "on", to shut down the two remaining sensor beams in the upper corridor. Before leaving this area through the door to the west in the outer corridor, enter the room at the northwest (north section of Map 14). Here you'll find the switch that powers up the lift you'll need to use to proceed. In order to reach this switch, you must have previously moved the sliding wall. This was done by flipping the switch in the room to the west of the central hallway to the "on" position. After kicking on the juice, leave this compartment by the door to the west to find the lift.



Such a sci-fi fountain in such a low-tech world...

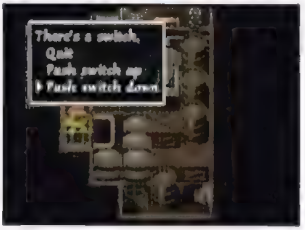
In Map 16, you'll see a second Guardian's Force Fountain. Once you've used the fountain, pass by the lift you recently powered up and enter the hidden room to the west to find a new weapon for one of your more metallic friends.

After taking the weapon from the chest, return to the lift and ride it to the room below where you'll find another treasure chest.

Check6 ➪ GOING DOWN?

Once again, after you've taken possession of the weapon, step back onto the lift and ride it to the floor below. Do this by pressing the switch that controls the lift to the "down" position.

The first corridor (Map 19) in this new compartment is riddled with sensor beams that turn on and off intermittently. Slowly make your way to the center of the corridor, and from there enter the room to the north (Map 20). Here you'll encounter another batch of the opposition.



You can go on strike and keep pressing "Quit" here, but it's only gonna delay the inevitable.

Check7 ➪ SLOW, MEDIUM, OR FAST?

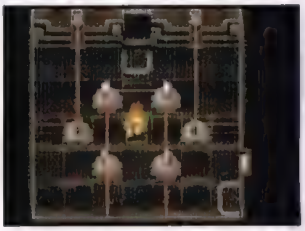
After dealing with the enemy, head through the door at the northeast to find a room containing not one but three wall switches. These switches determine the speed at which the mirrors controlling the trajectory of the sensor beams rotate in the room to the south off the outer corridor. The switch closest to the door causes a slow rotation; the central switch turns them at a medium speed, while the switch to the far right causes them to spin rather fast. Since you'll soon need to get past them, your best bet would be to flip the first switch near the door. After doing so, return to the outer corridor and enter the room to the south.

Choose wisely...

Check 8

MIRROR, MIRROR....

In this room (Map 22), as mentioned earlier, there are six mirrors—four of which rotate according to a timed pattern. This rotation causes the three sensor beams in the room to reposition themselves at the same timed intervals. The object of this room is to make your way through it to the door at the southeast. Do this by walking directly south when it's safe to do so, past each contact point of the central beam, until you reach the bottom of the room. Once that's accomplished, head to the right past the next two alternating beams which stand between you and the door. If you didn't slow down the mirrors by way of the switch in the northeastern room, passing these last two beams to reach the exit will involve running just after the central beam bounces off the top two mirrors. As before, tripping any of the sensor beams on this level will cause you to be teleported to the start of the room/corridor.



Your timing has to be just right or you'll be in trouble here.

In the room following is a switch that when turned "on" lowers a wall at the end of the outer corridor. With the remainder of the outer corridor now available to you, return to it and make your way further east.

Check 9

ON OR OFF?

In the room to the south off the eastern section of the corridor (Map 24), you'll face a few more foes before being able to proceed through the door at the southeast corner.

So many switches, so little time...

After passing through the door to the southeast, you'll need to position the first four wall switches you see in this room in this manner (from left to right): Switch 1 - "On", Switch 2 - "On", Switch 3 - "Off", Switch 4 - "On". With all four switches thrown properly, you'll be able to access the fifth switch, which when turned "on" powers up the next lift you'll need to use.

With the lift now online, return to the outer corridor. Within the series of rooms to the northeast (Map 26 and Map 27), you'll find a long hall booby-trapped by another sensor beam. In order to get past this trap, make use of the two alcoves in the hall so as not to be caught when the beam is emitted. Up and around the corner is a treasure chest containing a weapon for any of your characters that are magically inclined.

Check 10 ➪ TAKE THE TIME TO SAVE YOUR GAME

With everything now taken care of on this floor, return to the outer corridor and head through both the door at the far east and the stairway that follows. In Map 29 you'll come to the lift, along with a special bonus—a save journal and cots to rest in. After taking advantage of these conveniences, ride the lift to the level below.

Once off the lift, enter the next compartment (Map 31) and make your way down the stairs to the lower section so that you may draw the enemy out of hiding.

Saving at this point is really a good idea. And so is brushing your teeth at regular intervals...

Check 11 ➪ DON'T FORGET THE TREASURE CHESTS

When the skirmish is over, head through the door at the southwest and follow the long passage on the other side to a waiting treasure chest in Map 33.

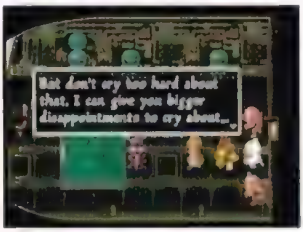
With the treasure safely packed away in your inventory, return to the compartment where your last fight occurred and take the stairs to the exit at the northwest. In this next compartment (Map 32), take the stairs to the lower section as you did before, but instead of battling, head down the winding passage to the west where you'll find a room with yet another chest.

What happens if you forget where you put this?

Check 12 ➪ IT ALL COMES TO A HEAD

Now that you've fought your way past everything Commander Giones has thrown at you, and have explored the train to the best of your ability, it's time to get on with your primary goal—finding the Train Control Room. To do this, return to the east and take the stairs to the upper passage. From there, work your way west until you reach the final lift in Map 36. Take the lift to the level above, and then follow the numerous short hallways until you reach the Train Control Room. Along the way you'll come to an east branch in Map 40 that will lead you to a treasure chest or two.

Waiting for you in the Train Control Room is Commander Giones, who after praising your efforts, shows you that he too has taken part in the Chimera program. Of course he has! The surprise would be finding a Romalian who hasn't!



Promises, promises.

STORYCHECK

FIRE, FIRE

Yagun is still reeling from the realization that he's surrounded himself with idiots.

Upon the defeat of Commander Giones and his crew, nothing stands in the way of your destroying the Graunoln from the inside—but before you do, Sania comes up with an idea. Keeping the details a secret, she places the coordinates to General Yagun's Headquarters into the Train Cannon's targeting computer and lets fly an explosive volley of revenge.

Unaware that the Graunoln has been commandeered by his rivals, Yagun, standing in the flaming rubble which was once his office, curses his troops one final time before the "you know what" hits the fan! Or should that be the other way around? Let that be a lesson to you kids! Be nice to people or it might come back and bite you on the ass. Luckily, no real animals were harmed in the destruction of the Romalian stronghold.

Back in the Train Control Room, Elc and the others set the explosives that will decimate the Graunoln, then hightail it off the train and out of the Nien Forest.

OUTLAWCHECK

GORGAS

1 LOCATION: **Millmana—Nicarus Forest**

2 WEALTH: **3105 G**

3 MERITS: **4**

4 TIME FRAME: **Ajarl Guild—After viewing the wanted posters.**

5 DESCRIPTION:

Once the Romalian Headquarters has been destroyed, you'll be able to access several new and interesting areas as a bonus side effect of your infiltration of the Graunoln Train Cannon. One of these locations happens to be the hiding spot for Gorgas the wanted Weretiger. Weretiger? The Nicarus Forest—that's were, uh, where!

6 AREA MAP:

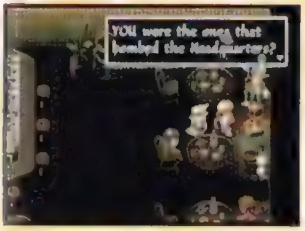
7 CRIMINALS:

GORGAS	x1	WEREJACKAL	x2	VENOM FLY	x4

FORM APPROVED: HG01-02-004-58602

STORYCHECK

POISONED... RIGHT DOWN TO THE ROOTS



Roan is just jealous he didn't think of it first!

Once you've safely emerged on the Millmana World Map, return to Ajarl and speak to Roan in the Bar. Sania's old friend tells you that with the Headquarters now a smoldering ruin, the remaining Romalian soldiers have evacuated Millmana for the Oil Rig off its coast. Nice, you can kill two birds with one stone, as you were meaning to go there anyway. Something seems wrong though, as even with the rumored death of General Yagun, the Forest Spirit continues to grow ever weaker. You've got to get out to that Oil Rig soon and discover what's going on—then stop it! Before leaving for the rig, it may be a good idea to seek out the Forest Spirit in Toyoke Forest to get some further information—if she's strong enough to reveal herself, that is.

EVENT CHECK!

Ajarl

Ajarl Bar

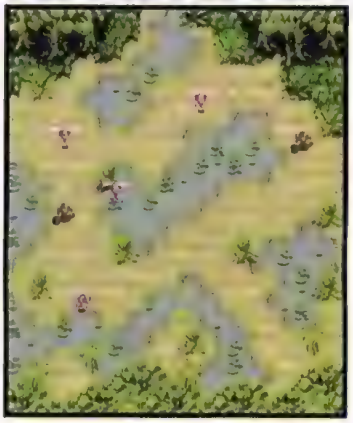
Toyoke Forest

Millmana Skyport

Out on the Millmana World Map you'll notice that with Yagun's Headquarters now destroyed, you have access to several new areas. The Nicarus Forest, Ruvag Woods and Toyoke Forest are all located to the northeast, behind the previously impassable blockade that was the Romalian Headquarters.

On your way to the Toyoke Forest, you'll need to pass by both the Nicarus Forest and Ruvag Woods, so if your characters are a little behind as far as level-raising goes, your weapons need a workout, or you just want some extra cash, feel free to take a stroll through either battle locale.

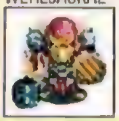
NICARUS FOREST



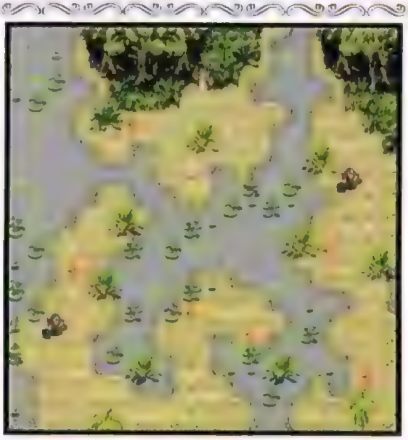
ENEMIES:

VENOM FLY x4

WEREJACKAL x2



RUVAG WOODS



ENEMIES:

WEREJACKAL x2

SLIME BOMBER x6

DEATH OF THE FOREST

When you're ready, head into the Toyoke Forest. What you find there shocks you. The grass, the plants and foliage—even the mighty tree to which the Forest Spirit calls home—all dead or dying! If Toyoke Forest is lost, the Forest Spirit will disappear with it, and if that happens, Millmana will be but a memory. Though you've driven out the evil, the real damage may have already been done. As the fear of this harrowing realization begins to set in, the Forest Spirit shows herself. All is not lost—yet!

The Forest Spirit, using some of what little energy she has left, speaks to you of deeds that demand your immediate attention. You must complete the job you started so long ago...letting the world know, through your actions, that the evil spreading across the lands in the form of the Martyr Plan will one day soon demand that all living things pay the ultimate price for their ignorance. It's not confined to mere mortals and the Forest Spirit either, for as the Martyr Plan gains more and more momentum, each of the Guardians feel the effect, and as a result, grows weaker. If the balance of nature is skewed to a point from which it cannot return, the spark will fade and die within the Guardians and Spirits, and so too will the essence of life throughout every corner of the entire planet. On this day, nothing will be able to stop Andel and his cohorts from resurrecting the Dark One, thus eternally damning the world (as if everything being dead wasn't damning enough!)! Before the Forest Spirit can explain anything further, her power begins to flicker. Seconds later she vanishes.

Taking her words to heart, and knowing that you have little time to reverse what Andel and the others have put in motion, leave Toyoke Forest and make your way to the Millmana Skyport, boarding the Silver Noah for your trip to the Oil Rig. Know that once you've chosen the Oil Rig from the World Map, there's no turning back until your job there is done!

Even though she's weak, the Forest Spirit still manages to...entertain.

STORYCHECK

RIGGED!

Shante laments her aversion to athletic footwear.

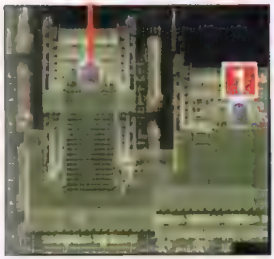
EVENT CHECK!
Deep Sea Oil Rig

As the Silver Noah pulls up alongside the Deep Sea Oil Rig to let you disembark, you realize that Chopin, great pilot that he is, could still use a little help in the parallel parking department. Luckily, in the process of jumping down to the deck, no one ends up a la John Savage in The Deer Hunter—though for a moment there it looked as if Tosh just might.

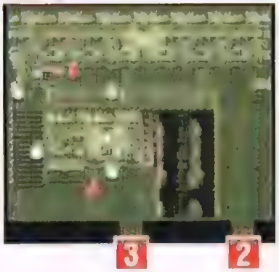
After a rousing pep-talk by Arc, in which he explains that the reason you're here is to destroy another of Romalia's mind-control devices, select the remaining four members of Sania's infiltration team and head inside the Oil Rig.

Unlike the Graunoln, the Deep Sea Oil Rig is very straightforward in its layout, and as such there is really only one way you can go in order to progress. Before long, you'll find that the Oil Rig isn't as deserted as you may have initially thought.

START MAP 1



MAP 2



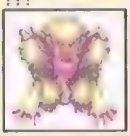
MAP 3

MAP 4

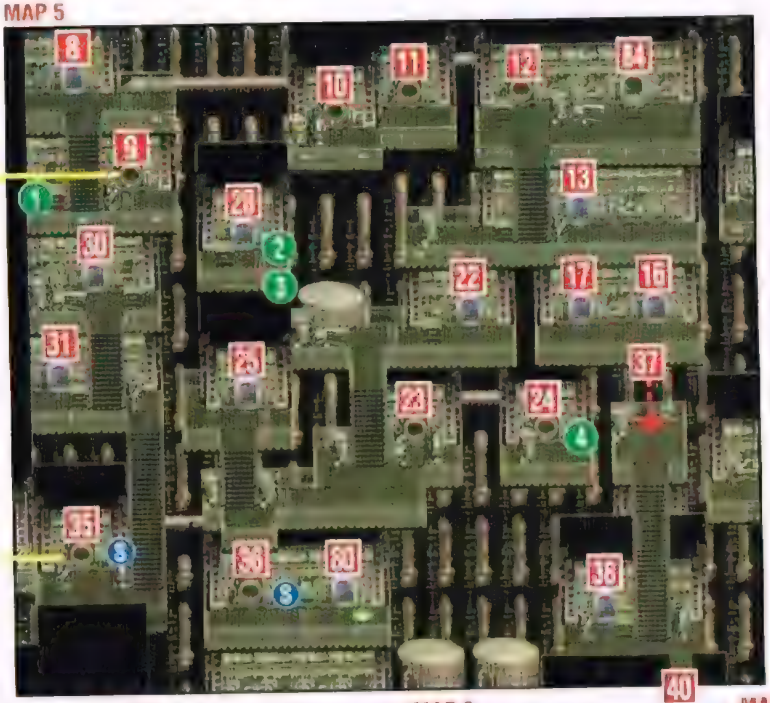
PLAY TIP

The easiest way to make it through the Oil Rig is to simply follow the numbered boxes. Simply go from 1 to 2, 2 to 3, 3 to 4, and so on, until you exit from the Oil Rig.

ENEMIES:

MYSTERIOUS FIRE	RED PHANTOM	HIPPOGRIFF
DARK PALADIN	**BASILISK**	**???**
		

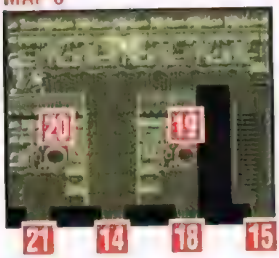
MAP 5



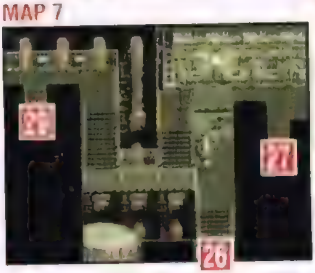
Check1 ⇨ PG. 418

Check2 ⇨ PG. 418

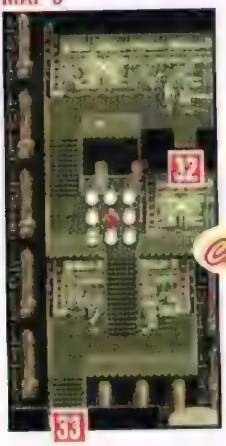
MAP 6



MAP 7



MAP 8



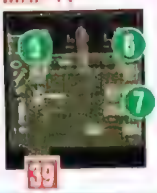
MAP 9

Check3 ⇨ PG. 418

MAP 10

MAP 17

MAP 11



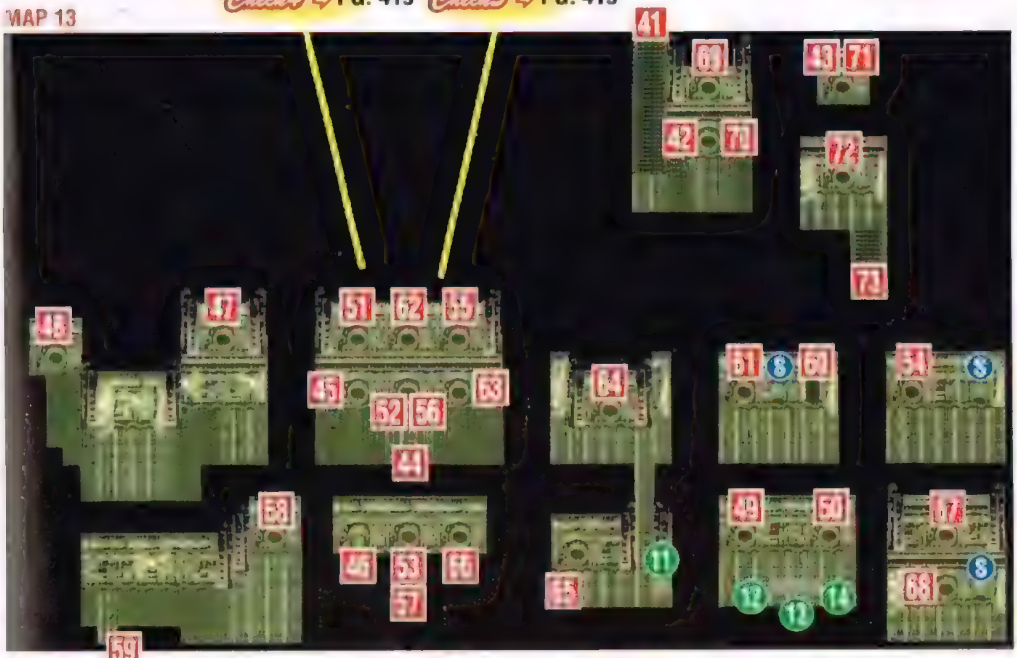
MAP 12

Check3 ⇨ PG. 421

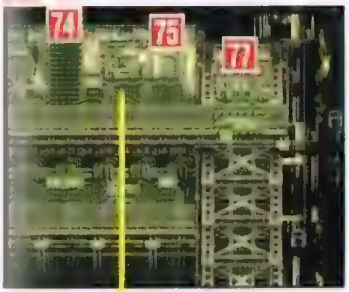
ITEM!		
1 Ruby	6 Studded Leather	11 Rage Life Nut
2 Revival Dust	7 Rage Weaken Dust	12 Power Nut
3 Instant	8 ShineGrizzle Fang	13 Ray Sword
4 Flame Edge	9 Palo's Nut	14 Crown Knife
5 Reco's Grass	10 Magic Apple	

Check4 ⇨ PG. 419 Check5 ⇨ PG. 419

MAP 13



MAP 14

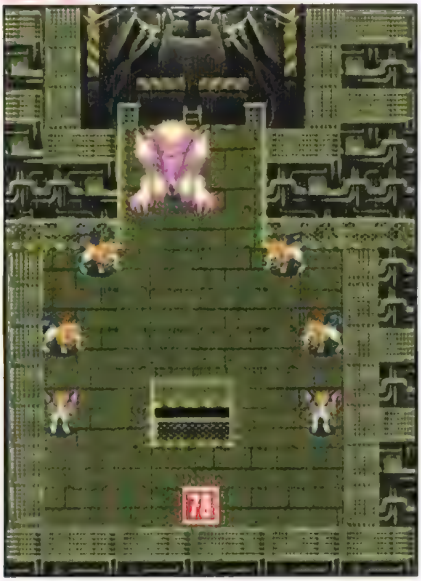


Check6 ⇨ PG. 419

MAP 15

Check7 ⇨ PG. 420

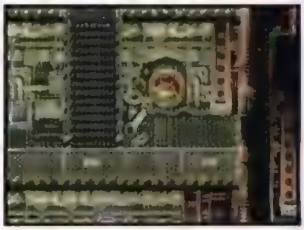
MAP 16



Vagun					
LEVEL	75	ATTACK	52	JUMP LEVEL	3
RANGE	7	MAGIC	30	THROW LEVEL	3
HIT POINTS	376	DEFENSE	41	COUNTERATTACK LEVEL	3
MAGIC POINTS	320	AGILITY	18	CATCH LEVEL	3
ABILITY	Confusion	ABILITY	Petro Wind		
ABILITY	Mind Buster	ABILITY	Super Nova		
ABILITY	None	ABILITY	None		
EQUIP			Iron Knuckle		
ATTRIBUTE	Dark				
EXP	30000		6000		
HIT	4500	ROL	7		

Check1 ➪ YOU DIRTY RAT!

When it seems as if you've run into a dead end in Map 5 after doorway number 8 (where the first treasure chest is located), inspect the large open pipe at the southeast by pressing the ⊗ button while standing in front of it. As a result, you'll climb through the pipe, emerging in a new area to the east. You'll need to climb through more than just the one pipe if you hope to work your way through the drilling complex, so keep this method of travel fresh in your mind. In areas where you encounter more than a single possible exit, one will lead further into the rig, while the other will bring you to items worthy of adding to your inventory.



Ugh! What IS this stuff in here?!

Check2 ➪ LEARN TO FIGHT FIRE!

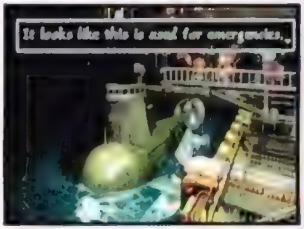
Next to entrance 35, before you battle with the eight Mysterious Fires in Map 8, turn "on" the wall switch that controls the power supply to the crane a short distance away.

Aw, what the hell?

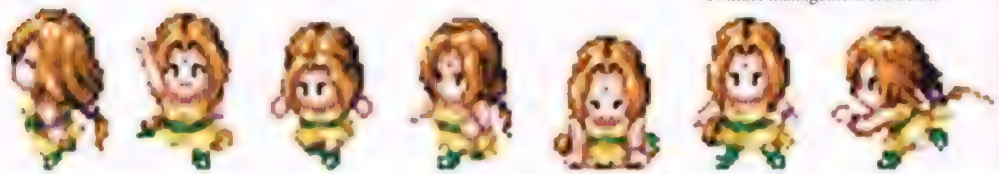
This little congregation definitely isn't looking to make friends.

Check3 ➪ SUBMARINE? THAT MIGHT BE USEFUL!

Once you reach the crane in Map 9, inspect it and choose *Yes* to move the large pipe to the left, next to the power supply wall switch, revealing the next passage you'll need to take. After backtracking a bit and climbing through the pipe, you'll come to an area that contains a wall switch, a doorway, and an ever-popular Guardian's Force Fountain. Since the doorway leads towards a submarine hangar, something you have no need for at this time, instead take the path dictated by the wall switch. Flip the switch "on" to extend a bridge back at number 37, and then follow the new passages that it allows you to access.



Actually, it's used for barbecues, birthday parties, and special occasions, too. Contact management for details.



Check4 ⇨ PIPE NIGHTMARE

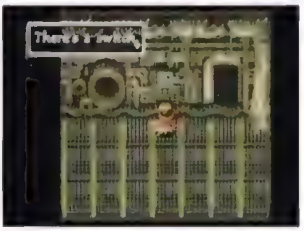
By continuing on the path to the south after crossing the extended bridge, you'll eventually arrive at an area whereby you have the choice of passing through one of three pipes (Map 13). Begin by climbing into Pipe 1 (numbered 1, 2 and 3 from left to right), number 45, which will lead you through a series of areas/pipes containing more treasure chests, before eventually dropping you back at the opening three-pipe hub.

Along the way, Sania has invented a new extreme sport: Pipe Diving!

Entering Pipe 2 (number 52) brings you to a wall switch. Flipping this switch moves the drop shaft that was previously tied to Pipe 1 over one space to the right so that it connects with Pipe 2. After triggering this, continue on through the nearby pipe to return to the pipe hub.

Check5 ⇨ THE LAST SET OF PIPES

Next, take Pipe 2 a second time to access the new route created by the drop shaft. While you work your way back to the main pipe hub, trigger the next wall switch you find after door number 60, so that the drop shaft will once again move to the right, locking in place with Pipe 3.

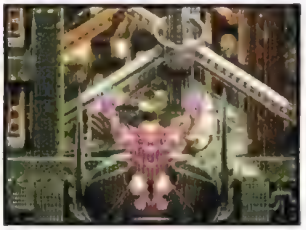


And, there's a surprise. Not.

Back at the pipe hub, hop into Pipe 3. This final access way will eventually bring you to one last wall switch after dropping out of number 67. Turn this switch "on" to connect the drop shaft to the pipe you initially entered to get to the three-pipe hub. Pass through the pipe in front of you to be taken back to said pipe.

Check6 ⇨ SWEET REVENGE

Now that you're out of the maze of pipes, enter the one in front of you that you just recently connected the drop shaft to, number 70. After a short crawl through the pipe and a brief walk down the following stairs to Map 14, you'll find a steel door and an elevator claiming it requires Yagun Alpha Level Clearance to use. Behind the door is a room where you can rest on one of several cots, or make use of the save journal lying atop one of them. After making use of this room, all that stands between you and the mind-control device is a sign on an elevator telling you it's off-limits. Are you going to let a little sign stop you? We thought not.



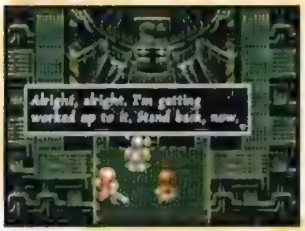
Body odor protection even for the toughest bosses. Raise your arms if you're Sure.

Clearance-shmearance! After choosing to board the elevator, you're brought deep beneath the surface of the ocean to the chamber which houses the latest of the Romalian mind-control devices. As you step out from the elevator you see not only the mind-control device, but also a rather unexpected foe—*Yagun!* Somehow he managed to survive the destruction of the Romalian Headquarters in Millmana, and you're about to find out how!

When Yagun shows his true self, he can't help but gloat about how easily he slaughtered Sania's parents. Sania isn't impressed. Yagun's about to find out firsthand that payback's a bitch, and today her name is *Sania!*

STORYCHECK

NO TIME TO WASTE



Gogen needs a little more time to tap into the impressive magic these days.

After knocking Yagun back to the primordial ooze, Gogen steps forward and does the honors of disposing of the mind-control device. Unfortunately, the rig's hull was breached in the explosion, and the ocean water begins rushing in. Time for another quick getaway!

Check? ➪

TIME TO EVACUATE!

Once you've gathered your troops in the nearby rest and save room, Map 15, head back out into the undersea drilling complex and battle your way back to the submarine hangar (Map 17) that you found earlier (located to the north of the Guardian's Force Fountain at door number 80). Since it's a race against time, with the structure getting weaker by the moment, if the clock begins to run low, remember that bringing up the menu pauses time, and that you can skip battles by heading through an exit. You have twenty minutes to prevent yourself from being forever entombed in this watery grave. The quickest route to the hangar is back across the extending bridge and through door 17, then head for the pipe opening you created when you used the crane (entrance 35).

As if anyone is going to vote for staying...

OUTLAWCHECK

GROVIS

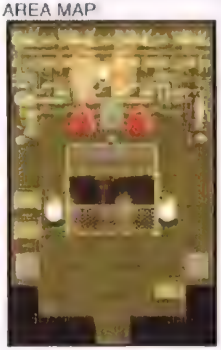
1 LOCATION: **Millmana—Deep Sea Oil Rig** **2** WEALTH: **6480 G** **3** MERITS: **4**

4 TIME FRAME: **Ajarl Guild—After Yagun is defeated in the Oil Rig.**

5 DESCRIPTION:

If you've got a spare minute or two while you're racing against time to get out of the rig alive, you can put an end to the last of the Ajarl Guild's most wanted. In the room shown on Map 12 on page 416, which was previously blocked by a large storage container, hides Grovis. Defeat this Dark Wraith, then get your butt moving or you'll be buried at sea whether you want to be or not.

6 AREA MAP



7 CRIMINALS:

GROVIS x1

FLAMEBIT

RED PHANTOM x2

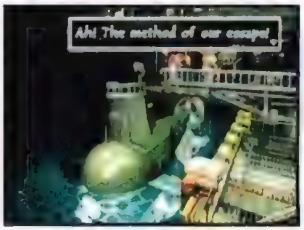
MYSTERIOUS FIRE x2

Check3

SMUSH MY MONKEY

As you reach your destination and scramble into the submarine, the rig collapsing all around you, Andel appears beside the now-useless mind-control device. Hearing a faint cry for help, he turns to see a mortally wounded General Yagun crawling towards him. Ignoring the General's pleas, Andel instead gives him a going away present, a size-twelve boot to the head, C-R-U-N-C-H! Seconds later, they're both gone. One to hell, and the other somewhere via teleportation.

The scene then shifts back to the submarine hangar, where your party makes a hasty exit just in the nick of time.

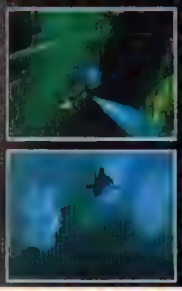


Tosh is uncharacteristically chatty before jumping on the sub.

Yeah, but the head crunch was worth it. Sick. Really sick. We know you're bad now, Andel.

ANIMECHECK

DEEP SEA OIL RIG—DESTRUCTION



FADE IN ON: EXT. OIL RIG-UNDERWATER

A BLUE LIGHT from the SUBMARINE appears as it begins its departure.

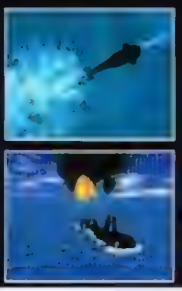
CUT TO an OVERHEAD shot of the OIL RIG as it leaves.

CUT TO a SILHOUETTE of the SUBMARINE with the OIL RIG in the distance. Explosions can be seen as the SUBMARINE comes into view.

CUT TO an OVERHEAD view of the SUBMARINE as it gets caught in the wake of the explosions.

CUT TO a view of the OIL RIG. As the OIL RIG is destroyed in the background, the SUBMARINE surfaces.

FADE OUT.



STORYCHECK

ALL WASHED UP

Dicking around in water isn't really as fun as it sounds.

When everyone has been accounted for, your party leaves the beach at the Millmana Coast and returns to Ajarl to pass the time until Chopin arrives with the Silver Noah.

Over in Ajarl, Sania tells Roan of her need to travel with Arc and the others. For now, it's best to let Millmana continue on believing that she was killed along with her parents that fateful night. When the Martyr Plan has been stopped, she will return, and on that day the truth may be told of her survival.

EVENT CHECK!

Millmana Coast

Ajarl

Ajarl Bar

Millmana Skyport

When you're ready, leave Ajarl for the Millmana Skyport and the waiting Silver Noah.

JOBCHECK

Rescue Coal Miners

1 LOCATION: **Ajarl Guild–Grassel Coal Mine** **2** WEALTH: **8000 G** **3** MERITS: **12**

4 TIME FRAME: **Ajarl Guild—After the Deep Sea Oil Rig is destroyed.**

5 DESCRIPTION:

A cave-in has occurred at Grassel Coal Mine. Save the miners before they run out of oxygen.

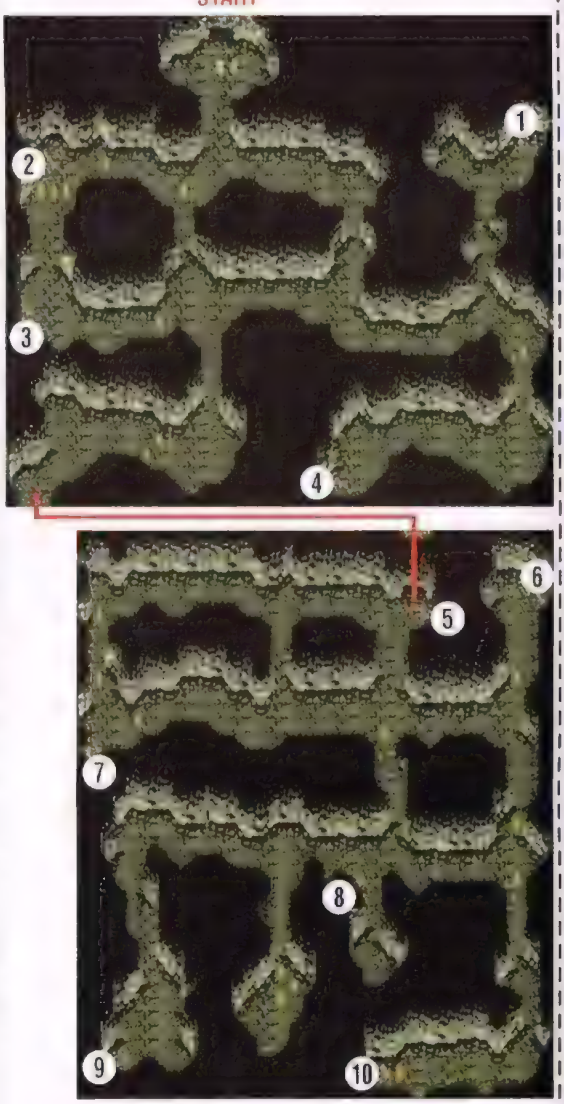
This job appears at the Ajarl Guild after you've destroyed the Deep Sea Oil Rig off the coast of Millmana. Once you've accepted the contract for this job, you're automatically sent to the Grassel Coal Mine.

Upon talking to the Foreman, he gives you the details on what needs to be done. You must rescue ten miners who are either injured or stuck in various tunnels throughout the mine before they collapse. After explaining this to you, he hands you an ax called the Mattock. This ax will break up any large piles of rock that impede your access through the numerous tunnels, but use it sparingly, as the vibrations it produces upon impact may compromise the structural integrity of the mine.

In order to get credit for rescuing the miners, you'll need to bring each of them back to the Foreman. Apparently miners weigh quite a bit, as even the strongest of your characters can only carry one back to safety at a time. Be careful how you explore. Each hit from the Mattock destabilizes the mine, making it shake more and more violently, until finally you deem it no longer safe to stay within the tunnels. When this occurs, you're automatically sent out to the Millmana World Map. Any miners not brought all the way back to the Foreman when this happens will unfortunately not count towards your final rescued miner tally.

The amount of the reward given to you by the Ajarl Guild is based upon the number of miners you were able to rescue before the mine collapsed. Just in case you're wondering...no, you do not get to keep the Mattock.

6 AREA MAP:



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JOB/OUTLAW CHECK Monsters in Amaidar

1 LOCATION: Paysus Guild–Mt. Amaidar | **2** WEALTH: 2000G/2700G | **3** MERITS: 5 (job) 4 (bounty)

4 TIME FRAME: Paysus Guild—After the Deep Sea Oil Rig is destroyed.

5 DESCRIPTION:

The monster population at Mt. Amaidar has grown again recently. The monks have grown fearful and have requested a Hunter to wipe them out.

The Paysus Guild in Greyshinne once again opens for business with this job after you've destroyed the Deep Sea Oil Rig and have access to both Amigue and Balbalard on the World Map. Once you've taken this job, leave Paysus and climb to the top of Amaidar Mountain. Seconds after Iga steps forward to call out those who would desecrate one of his temple's holy shrines, the monsters appear. Among them, three Mysterious Fires who are known all too well at the Paysus Guild—the Flame Brothers! Snuff out these foes to earn your reward.

6 AREA MAP:

7 CRIMINALS:

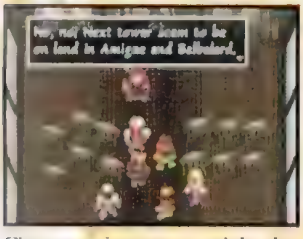
MYSTERIOUS FIRE x3

RED PHANTOM x4

FORM APPROVED: HG01-02-004-58602

STORYCHECK

THE TWO (MORE) TOWERS



Chongara gives you a subtle clue about which continent's tower to destroy first.

Inside the Operations Room of the Silver Noah, Chongara tells you that the new sensor upgrades he and Chopin recently installed have detected two more Martyr Towers—one each in the lands of Amigue and Balbalard. Once you lift off and are shown the World Map, you'll see the whereabouts of these two countries. South of Alatos sits Balbalard, while north of Yagos Island lies Amigue.

Your first stop should be Amigue, if for no other reason than that the Sealed Ruins in Balbalard will be off-limits to you until you've searched those in Amigue.

EVENT CHECK!

Millmana Skyport

Silver Noah

Operations Room

Amigue

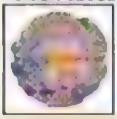
MOREA

MOREA SHOP	
Revival Dust	1000 G
Strengthen Fruit	1000 G
Cure-All	1000 G
Blade	2000 G
Battle Ax	6000 G
Metal Basher	8000 G
Boots	3500 G
Ride Cymbals	16500 G
Snake Whip	8000 G
Power Pad	4000 G
Blood Sickle	8000 G
Leather Armor	1600 G
Leather Wrap	1200 G
Blade Guard	4000 G

MADETA HILL

ENEMIES:

POISON CLOUD x4

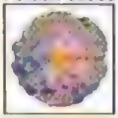


EARTH GIANT x1

ALTRAPAS WILDS

ENEMIES:

POISON CLOUD x5



EARTH GIANT x2

HUNTERS' GUILD

While the rest of the Hunters are wasting time hanging around the Guild or taking a siesta, trek back out to the wilds of Amigue and try your luck at capturing these four beasties who are hurting the tourism industry in this area.

WANTED

DOLGON

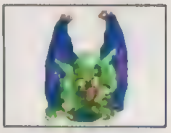
Class: **Earth Giant**
Reward: **3330 G**
Sighted: **Amigue**
Special: **Invincibility**

WANTED

GOLGON

Class: **Frost Giant**
Reward: **3420 G**
Sighted: **Amigue**
Special: **Blizzard**

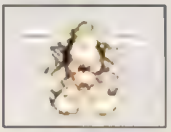
WANTED



BELLADONNA

Class: **Master Gargoyle**
Reward: **3510 G**
Sighted: **Amigue Sealed Ruins**
Special: **Charge**

WANTED



DARRY

Class: **Stone Fly**
Reward: **3510 G**
Sighted: **Amigue Sealed Ruins**
Special: **Petro Breath**

THE SEALED RUINS

If you really want a challenge, try your hand at the Sealed Ruins along the coast to the northeast. The only thing that may stop you from passing through the dense patch of trees that compose its entrance would be if you had not previously completed the Sealed Ruins in Brakia. If you do gain entrance, you'll soon see that the layout used in these Sealed Ruins is very similar to the lower floors of those in Brakia in that they're riddled with large gaps. These gaps will pose some slight issues in the way of reaching treasure chests or surrounding enemies when roaming or battling within these dark corridors. To solve the problem of opening the treasure chests, choose a captured monster who has the ability of flight to join your battle party. If you have none that fit that criteria, Gogen with his Teleport spell will have to do (make sure you reach any chests you wish to open during the battles, as flying monsters cannot cross gaps while in free-roaming mode). As in the other ruins, you'll come across a Guardian's Force Fountain just about the time you really need it—in this case it appears on Ruins B2 once you've cleared it. While not as large as any of the other Sealed Ruins, the gaps in the floors, combined with the multi-target attacks each of the enemies is capable of, can make it go really wrong really fast—especially if you're not properly attired. Who knows though? If all goes well, you may come out with a few more Power Units with which to vamp Diekbeck.

RUINS ENTRANCE

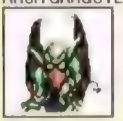
START

RUINS B1

ENEMIES:

MUTANT FLY

ARCH GARGOYLE



RUINS B2

ITEM!
1 IceWonder Card
2 Blood Bomb
3 Attack Bottle
4 Power Unit 13
5 Magic Apple
6 Revival Dust
7 WaterRobe
8 Rayne
9 Blue Adventurine
10 Reco's Grass
11 Cure-All
12 Power Unit 14
13 Light Aura

RUINS B3

RUINS B4

STORYCHECK

SÍ SEÑOR

Hey! Did he just use a slur of some sort?

Once you're satisfied with what you've accomplished on both the battlefields and in the ruins, take a stroll south to the town of Morea.

You've barely passed through the Morea town gate before you run into two of its more colorful denizens. Gomez and Antonio are their names, and if it's a tour of Morea, or practically anything else you're looking for, these two brothers are the men to see. As they make their exit, they tell you to look for them at the bar should you require their help in any way.

EVENT CHECK!

- Morea
- Morea Southern Gate
- Señor Generale's House
- Morea Bar
- Morea Bar Wine Cellar

From talking to the rest of the locals, you soon learn of a landmark called the God Tower. Tower, huh? Sounds like just the place you're looking for. If you make your way to the end of town at this point, you'll run into a border guard who informs you that to pass through the gate to the southern portion of Amigue, you must first get permission from Señor Generale.

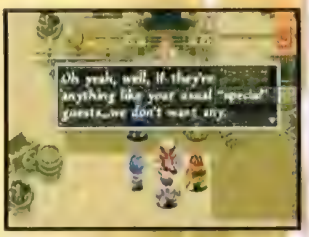
Señor Generale's house is just to the right, but upon speaking to the man at the front door you're told that Señor Generale is attending to business currently and as such cannot see you. Hmmm... there must be some way to get past that rear gate... then it dawns on you—Gomez and Antonio! Now would be the perfect time for you to mosey on over to the Morea Bar.

Even the donkeys have something to say here...

Inside the Morea Bar's wine cellar (located downstairs, of course), Gomez and Antonio are quick to recognize Arc as a wanted man. As such, when you ask them for some information about the God Tower, they assume you're after the treasure which is rumored to be kept there. Though you assure them that this is not the case, the two decide that it may be in their best interests to help you get to the tower. At this time choose ***Thanks*** when Gomez asks you if you'd like them to take you to see Señor Generale. If you choose ***I don't trust you...***, you'll have the ability to leave the wine cellar on your own to continue exploring the town at your own pace.

These two are every bit as stupid and dishonest as they seem.

When you're ready, speak to either of the brothers to prompt them to ask whether you'd like to be shown to the Señor Generale's house or not (if you didn't accept the offer before). After being escorted to Señor Generale's and giving the guard at the front door an autograph, you're in!



The guard for the Generale's Manor wisely tries to turn Gomez and Antonio away...

STORYCHECK

THE INFAMOUS SEÑOR GENERALE

No. Please, God, no. A reception where you HAVE to listen to the Generale's stories would be hell!

Ahhh, if it were only that easy.

EVENT CHECK!

Señor Generale's House

Señor Generale's Office

Morea Southern Gate

You'll find Gomez and Antonio outside the second-floor office of Señor Generale, located just up the front stairs. Talk to them, then follow them inside. A brief introduction later and the Señor Generale suggests a reception be held in honor of Morea having you as visitors. You tell him that won't be necessary—as you'd much rather just receive permission to enter the God Tower. As soon as the Generale hears where you wish to go, he begins to tell you of the danger you may face there. Egotist that he is (aren't all dictators?), the Generale inevitably slips into a long-winded story of how he was much like you when he was younger. When this happens, you break into the conversation, thereby cutting his tale short. Not one to be interrupted, Señor Generale asks if you'd like him to finish. Answer ***Of course*** to get on his good side—otherwise you'll need to do a bit of sucking up to get him to consider your request. Thinking you as poor as those around him, in a half-hearted attempt to keep you from entering the tower, the Generale demands a fee of ten thousand goz for his approval of passage beyond Morea's southern gate. Imagine his surprise when you choose ***Here you go***, and pay off the bribe without so much as batting an eye (if you have the funds, that is. If you don't, head back out of town to Amigue's battlefields or do a few side jobs until you do. Speaking to the Generale will prompt the question again once you have adequate funds). Oh well, you can't say he didn't try. Keeping to his word, Señor Generale orders the guard at the rear gate to let you pass into southern Amigue so that you may try your luck at the God Tower.

OUTLAWCHECK

DOLGON

1 LOCATION: **Amigue—Altrapas Wilds** **2** WEALTH: **3330 G** **3** MERITS: **4**

4 TIME FRAME: **Morea Guild—After viewing the wanted posters in the Morea Hunters' Guild.**

5 DESCRIPTION:

If you've checked the wanted posters at the Hunters' Guild before seeing the Señor Generale you can search the Altrapas Wilds in northern Amigue for this renegade Earth Giant. While his bounty won't buy you the latest and greatest of weaponry, it'll be enough to purchase a few supplies.

6 AREA MAP:

7 CRIMINALS:

DOLGON x1 EARTH GIANT x2 POISON CLOUD x5

OUTLAWCHECK GOLGON

1 LOCATION: **Amigue—Madeta Hill** **2** WEALTH: **3420 G** **3** MERITS: **4**

4 TIME FRAME: **Morea Guild—After viewing the wanted posters in the Morea Hunters' Guild.**

5 DESCRIPTION:

This Frost Giant on the lam from the law in Morea can be found hiding not too far from his counterpart in crime. A short walk east from the Altrapas Wilds is Madeta Hill—and it's here that you'll run into Golgon. Upon your thawing out this cold criminal, he'll drop a set of *Crusty Pads* for you to do with as you may. Or not. What's ON those pads, anyway?

6 AREA MAP:

7 CRIMINALS:

GOLGON x1 — CRUSTY PADS — EARTH GIANT x1 — POISON CLOUD x4

OUTLAWCHECK DARRY

1 LOCATION: **Amigue—Amigue Sealed Ruins** **2** WEALTH: **3510 G** **3** MERITS: **4**

4 TIME FRAME: **Morea Guild—After viewing the wanted posters in the Morea Hunters' Guild.**

5 DESCRIPTION:

The third felon you can skiptrace before seeing the Señor Generale about access to southern Amigue is Darry. This Stone Fly can be found on Ruins level B3 of the Amigue Sealed Ruins. You may have to go up and down the stairs a few times to get him to show himself though, as this fugitive takes his hiding very seriously. True to his species, Darry comes complete with Petro Breath, which (in case you didn't know) is the ability to turn others to stone.

6 AREA MAP:

7 CRIMINALS:

DARRY x1 — STONE — MUTANT FLY x4 — ARCH GARGOYLE x3

OUTLAWCHECK BELLADONNA

1 LOCATION: Amigue—Amigue Sealed Ruins

2 WEALTH: 3510 G

3 MERITS: 5

4 TIME FRAME: Morea Guild—After viewing the wanted posters in the Morea Hunters' Guild.

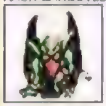
5 DESCRIPTION:

The final bounty you can hunt down in Amigue before proceeding on with the plot of the game is Belladonna. Once again, take the walk over to the Amigue Sealed Ruins. This time you only need hit Ruins Level B1 to turn up some promising results. Upon his demise, this winged beast drops a club called *Dark Stream*. You may recognize this weapon if you've previously tracked down Dabano for the Gooz Guild in Brakia.

6 AREA MAP:

7 CRIMINALS:

BELLADONNA x1 | MUTANT FLY x4 | ARCH GARGOYLE x3



JOBCHECK Find the Missing Burro

1 LOCATION: Morea–Madeta Hill

2 WEALTH: 5500 G

3 MERITS: 6

4 TIME FRAME: Morea Guild—After paying Señor Generale's fee of 10,000 G.

5 DESCRIPTION:

A local has lost her donkey. Meet with her near the bar for details, then retrieve the animal.

The contract for this assignment appears at the Guild as soon as you pay Señor Generale's fee of 10,000 Goz. You can find the purple-haired owner of the burro outside between the Morea Bar and Señor Generale's house. Talk to her, then the two kids nearby to learn that the donkey may have left town. Leave Morea for the Amigue World Map, and from there enter Madeta Hill. Here you'll find the woman's burro. Just as you're about to grab her ass and make a run for it, you're ambushed by the inhabitants of Madeta Hill. After defeating these foes, the owner of the donkey arrives to take it back to Morea. As soon as you return to town yourself, you can consider this job wrapped up.

FORM APPROVED: HG01-02-001-58602

6 AREA MAP:

Where do these people come up with names?!

7 CRIMINALS:

EARTH GIANT x1 | POISON CLOUD x4

JOBCHECK

Boor at the Bar

1 LOCATION: **Amigue—Morea** **2** WEALTH: **1000 G** **3** MERITS: **4**

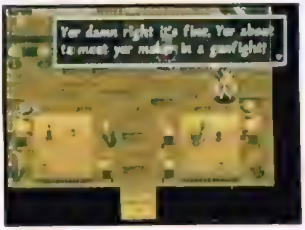
4 TIME FRAME: **Morea Guild—After paying Señor Generale's fee of 10,000 G.**

5 DESCRIPTION:

A boorish bandito is bothering patrons of the bar. Our client wishes to have him ousted.

This job shows up in the Morea Hunters' Guild after you have been given permission to enter the God Tower by the Señor Generale. Once you've accepted it, head over to the Morea Bar and talk to the bartender, followed by the old man hiding in its wine cellar. Having done this, upon your return upstairs to the bar, you will have triggered an appearance by the Bandito. It doesn't take him long to show that he's a nuisance, and there's only so much you can take before you have to put a stop to it. When you interrupt him as he's taunting the patrons of the bar, he challenges you to a gunfight on the streets of Morea. Outside you go. Since Shu is the only party member you have that uses a firearm for a weapon (aside from Diekbeck, but then using a robot wouldn't exactly be fair, now would it?), he offers to be the one to go through with the duel. The rules are simple—take five paces, then turn and shoot. Firing your gun is performed by pressing and holding the R1 Button; do this as soon as the crowd counts five. If you outdraw the Bandito, you win the shoot out, the reward money and the merit points.

After the duel, upon entering and exiting the Morea Bar, the Bandito can be found standing to the right of the building, next to the barrels and trash cans. Speaking to the Bandito with Shu prompts him to ask if you'd like a rematch. Though you can duel as many times as you'd like, keep in mind that only the initial match counts towards completing the job successfully.



No one likes a cocky bandito. Show him who's boss!

Gomez recounts the advice that almost cost him his sight when he was a lad.

7 CRIMINALS:

BANDITO x1

FORM APPROVED: HG01-02-004-58602

JOBCHECK Theft at Señor Generale's

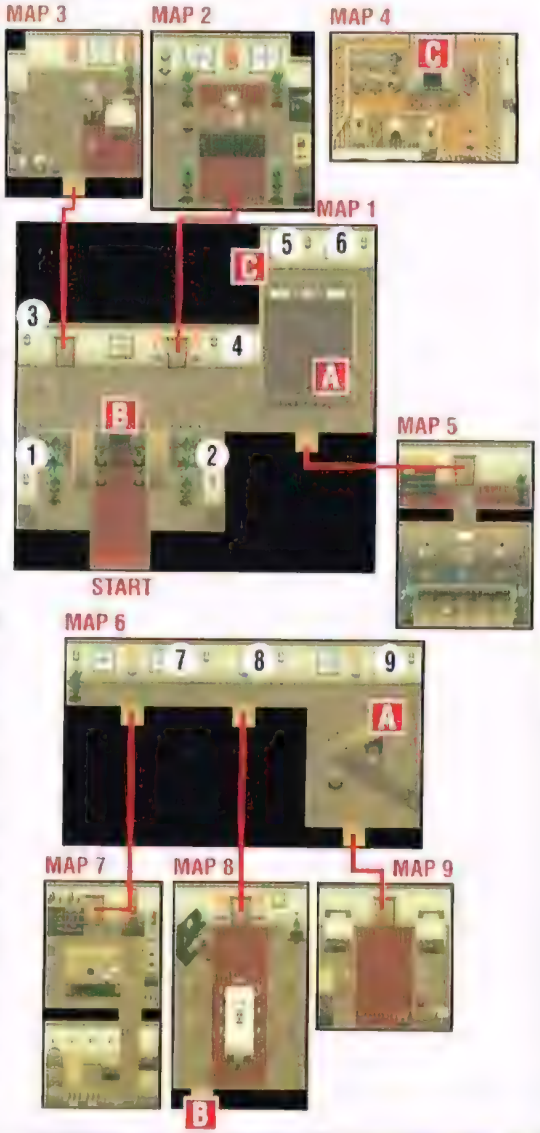
1 LOCATION: Morea Guild–Señor Generale's House **2** WEALTH: 4000 G **3** MERITS: 5

4 TIME FRAME: Morea Guild—After paying Señor Generale's fee of 10,000 G.

5 DESCRIPTION:

Like the two jobs before it, "Boor at the Bar" and "Find the Missing Burro", this job becomes available at the Morea Guild once you've paid the fee for permission to enter the God Tower. Your first stop on this job is the Señor Generale's office on the second floor of his home. After telling you about the stolen items, the Generale mentions the possibility that a thief may be hiding somewhere within the house. To look for clues, head outside so you can talk to the townsfolk—maybe someone has seen something. The woman in front of the Morea Shop tells you of a suspicious looking man at the Hunters' Guild, so take a stroll over there. When you don't see the man in the main area, go behind the counter (to do this, walk to the left of the wanted posters) and inspect the bookcase in the corner. From the book you're able to browse through, you learn that the Señor Generale's house has several areas hidden throughout it, and that the lights are there for more than just lighting—but for what exactly you don't know, as the revealing page is missing. When you're finished reading, pass through the back room on your way to the Guild's basement storage area. Here you'll find a man who fills you in on the fact that there's a rooftop loft atop the Generale's house. Talk to this man a second time to get him to confirm what the book already mentioned regarding the lights. Next, return to the Señor Generale's house and turn on seven of the nine lights you can access, the last one of which must be the light at the end of the second floor balcony, to trigger a hidden staircase to lower. Upstairs on the roof you'll find a boy who claims that he was just playing with the missing object in question, and that he'll return it to the Generale. This job will be deemed a success as soon as you report your findings to Señor Generale.

6 AREA MAP:



FORM APPROVED: HG01-02-004-58602

JOBCHECK 5 Feathers of Amigue Roc

1 LOCATION: Morea–Madeta Hill

2 WEALTH: 4000 G

3 MERITS: 7

4 TIME FRAME: Morea Guild—After you've successfully completed the job "Find the Missing Burro".

5 DESCRIPTION:

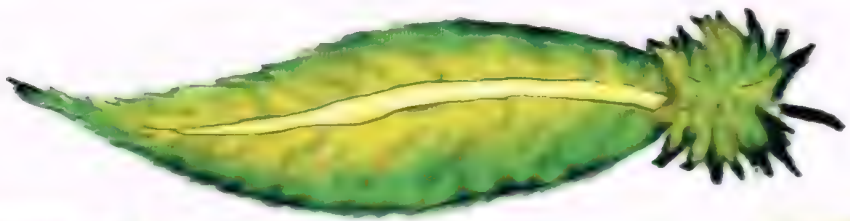
This fowl assignment appears at the Morea Guild once you've successfully completed the job "Find the Missing Burro". To begin this job, make your way to the Morea Bar and talk to the man at the table to the right. At first he only tells you that the feathers of the Amigue Roc are quite valuable—but, if you speak to him a second time, he realizes you're a Hunter from the Guild and lets you know that the Amigue Roc can sometimes be found at Madeta Hill. With this new information, leave Morea for Madeta Hill so that you may retrieve five Amigue Roc feathers for this client. If you're lucky, once on the battlefield at Madeta Hill, you may see that one of your foes is the bird you need to get the feathers of—an Amigue Roc. Upon the Roc's defeat (if it appeared) you will acquire a single feather...so in order to gather the five feathers the client wants, you'll need to fight a minimum of five separate encounters at Madeta Hill. Keep in mind that you can return to Morea for supplies or a night's rest at the Inn between battles if need be, or that you can single out the Amigue Roc to get its feather, then leave the battlefield without defeating the standard enemies (or even leave a battlefield without fighting if it does not contain an Amigue Roc). Once you've accumulated five Amigue Roc feathers, return to the Morea Bar and deliver them to the client whom you spoke with earlier at the right-hand table. With that accomplished, you may then collect your reward at the Morea Hunters' Guild for a job well done.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:

7 CRIMINALS.

AMIGUE ROC	x1	EARTH GIANT	x1	POISON CLOUD	x4
	FOUND				



STORYCHECK

EXCUSE ME—WHILE I KISS THE SKY

Tosh only WISHES he'd hit Diekbeck that hard...

If you haven't gotten Diekbeck from the Professor's lab on Yagos Isle, go get him before proceeding.

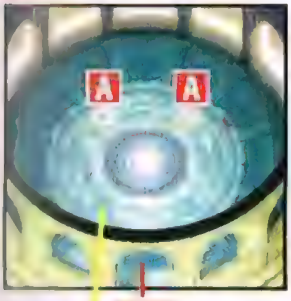
EVENT CHECK!
God Tower

Now that you're sure Diekbeck's in your party, exit the town of Morea via the previously blocked gate to the north. Out on the southern Amigue World Map, you'll find the God Tower to the southeast. Upon reaching its entrance, your party marvels at its sheer magnitude. Since he was around when they were first constructed, Diekbeck tries to share his knowledge of the origin of the towers as you're standing there awe-struck. In the process, however, he begins exhibiting some very strange behavior. Once he's able to spit out the facts, he goes on to explain that these "twitches" he's having are merely a side-effect caused by the energy field surrounding the tower. It's this energy field which keeps the God Tower from breaking apart from its own weight.

No sooner have you entered the God Tower than Gomez and Antonio emerge from the bushes nearby. You were being followed—and the reason wasn't to make sure you were safe. No, these two rat-bastards plan on letting you take the heat from the creatures within the God Tower while they steal everything they can get their thievin' little hands on.

These guys are gonna cause more trouble for our heroes than they mean to...

MAP 1



Check1 ⇨ PG. 437

MAP 2

Check2 ⇨ PG. 437

ENEMIES:

SA-100

SA-200

GROLGALDE

MAP 3

MAP 4

MAP 5

Check4 ⇨ PG. 438

PLAY TIP

Only Antonio and Gomez use this switch.

Check3 ⇨ PG. 438

MAP 6

MAP 7

MAP 8

PLAY TIP

Only Antonio and Gomez use this section in Map 11.

Check5 ⇨ PG. 439

MAP 9

MAP 10

MAP 11

Check6 ⇨ PG. 439

MAP 12

Check7 ⇨PG. 440

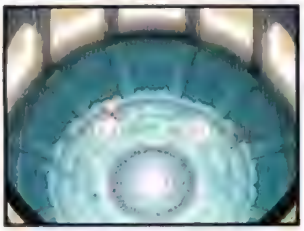
MAP 13

Check8 ⇨PG. 440

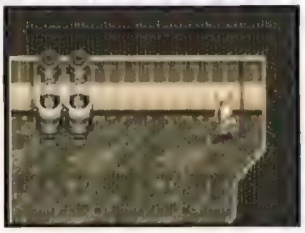
Grolgalde					
LVL:	80	ATTACK:	54	JUMP LEVEL:	3
RANGE:	7	MAGIC:	18	THROW LEVEL:	3
HIT POINTS:	316	DEFENSE:	41	COUNTERATTACK LEVEL:	3
MAGIC POINTS:	114	AGILITY:	19	CATCH LEVEL:	3
ABILITY:	Twirl Blitz	ABILITY:	None		
ABILITY:	None	ABILITY:	None		
ABILITY:	None	ABILITY:	None		
EQUIP:	Iron Knuckle				
ATTRIBUTE:	Dark				
EXP:	32000		6400		
SCP:	4800	ROL:	8		

Check1 ⇨ PICK A PAD, ANY PAD

After forming your battle party, step onto either of the two pulsating circular teleporter plates at the rear of the entry way to be brought to the second floor of the tower. From there, battling as necessary, make your way around Map 2 in a clockwise fashion by stepping onto the purple triangular teleporter plates.



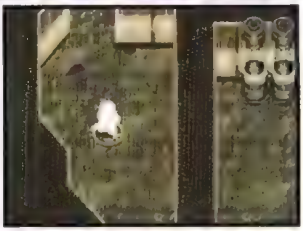
With limited choices comes limited responsibility.



Arc notices no one's in the room and lets one fly, then quickly departs.

Check2 ⇨ TELEPORTER TIPS

When you reach the room at the far left, you'll find another circular plate like the ones you found in the entry way. Use it. For those of you who haven't figured it out yet, the circular teleporter plates carry you up (gold in color) or down (blue in color) a floor within the God Tower, while the triangular ones (purple in color) move you through the rooms within each level. Also, unlike most other dungeons where you can use the stairs to leave a floor during a battle if it gets too heated, once one of the triangular teleporter plates has been used to enter a room, all others like it will remain inactive until the room has been cleared. Sucks, eh? Those game designers must have studied under the Marquis de Sade!

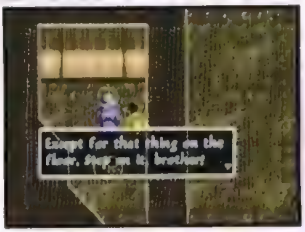


Beam me up, Chongara.

Once you've overcome your shock and fear at the task before you, you're probably on the third floor (Map 3). Make your way to the gold teleporter by stepping onto the triangular one to the east (F). Take the west teleporter if you feel like fighting some baddies.

Check3 ➪ YOU CAN NEVER HAVE TOO MUCH HELP!

Continue on through the God Tower using the teleporters until you reach the fifth floor (Map 5). Using your amazing power to see through walls and floors, you'll notice good ol' Gomez and Antonio in a room to the southwest. In an attempt to progress, they trigger a floor panel. Unfortunately for you, the panel opens a trapdoor beneath your feet. It's not so bad though...you only fall one floor, and now you're aware of another possible danger within the tower. Well, actually it was just for comic relief, you can't really fall through trapdoors on your own. The game designers are just messin' with you again.



Thank goodness they brought their pointy shoes! The God Tower has roaches! Ewww...

As you're about to step onto either of the teleporters in the first room of the sixth floor, the scene cuts to show the terrible twosome of Gomez and Antonio pulling a wall switch. Once again, this does not bode well for your party, as you are then teleported back down to the second floor. Upon returning to the floor from which you were just evicted (Map 6), a group of androids will have taken the place of the greedy brothers.

Diekbeck fills you in on your enemies once you're out of harm's way—after he stops wigging out. The Machine Soldiers were created along with Grolgalde in the Ancient Era. Their purpose — to kill your ancestors, the Seven Braves. Someone must have reactivated them... just who that someone was shouldn't be that difficult to figure out. One question remains unanswered—what of Grolgalde? Was he...or it...reactivated, too? Continue on to the seventh floor when you've heard all that Diekbeck has to say.

Check4 ➪ YOU SPIN ME RIGHT ROUND....

Here you'll need to cross a section of floor composed of rotating tiles. The way this obstacle works is that you're allowed to step on only the tiles that are rotated to a degree where they're lying flat—then upon stepping on any of these tiles, all those around it will spin, stopping opposite to how they began. If at any point while you're making your way across the room, you happen to get stuck, bring up the in-game menu by pressing the ⊕ button and choose ***Restart***. This will return you to the top of the room as well as reset the tiles to their original positions. Generally speaking, look at the tiles surrounding where you're going to step. Try to step on tiles surrounded by CLOSED tiles, because as soon as you make your move, the closed tiles will be open. Looking one or two steps ahead makes this puzzle pretty simple. But, if you need a hand figuring out a pattern to get your party across this tricky section of the floor, the following directions are one of many possible solutions:

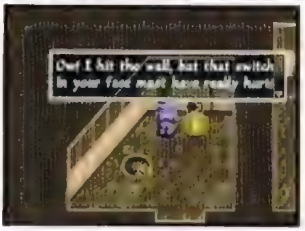
Check4 YOU SPIN ME RIGHT ROUND... (CONTINUED)

On the opposite side of the room you find not only the teleporter to the next floor, but also a Guardian's Force Fountain.

Check5 ANTONIO AND GOMEZ...

The eighth floor (Map 8) reveals a row of six triangular teleporters, five of which lead to a confrontation.

The second from the left (O), brings you to the golden teleporter and, in turn, the ninth floor. As you approach the central area on the ninth floor, the scene once again cuts to Gomez and Antonio on a floor somewhere above you. Through no fault of their own, these two idiots narrowly escape certain death at the mechanical hands of the Machine Soldiers. By accidentally bumping into a wall switch, Antonio lowers the gate to the room they're in, thus keeping the riff-raff at bay...but what may save them has the reverse effect on your party. While the gate lowers two floors above, each of the ones on the floor you're currently on raise, and those gates were all that were separating you from more than a few of the SA series Machine Soldiers. Poop.



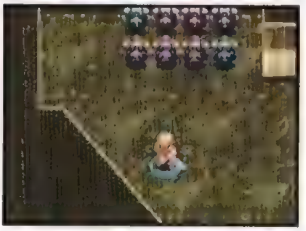
Exchanges like these make it seem like these two have taken more than a few hits to the head in their time.

Check6 CHOOSE OR LOSE

Up on the tenth floor (Map 10) you have three possible choices as far as teleporters go.

Here's a hint: unless you want to leave the God Tower in a hurry, don't walk onto the triangular pad. Here's another hint, if you take the gold circular one nearest where you arrived, you'll soon face Gomez and Antonio's worst nightmare.

So if you take our hints into account that leaves but one teleporter—the circular pad to the northeast (W). Use it, and the following one to reach the twelfth floor (and another Guardian's Force Fountain).

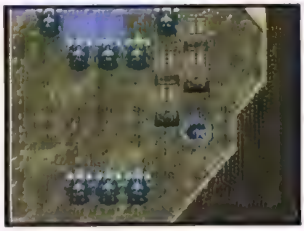


This tower just goes on and on and on...

Check7

DECISIONS, DECISIONS

The switch to the west on the northern wall of the twelfth floor (Map 12) will turn the teleporter you just arrived via from blue to gold, thus allowing you to reach the thirteenth floor. Hopefully you're not too superstitious, because that's where you'll be fighting. If you feel that your weapons are in need of a little workout, trip the switch to the east on the northern wall to call forth another squad of Machine Soldiers.



Do SA-100's dream of electric Ares?

You totally know you want to. Go ahead, flip it! Flip it real good.

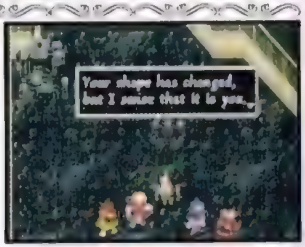
Check8

ROCK 'EM SOCK 'EM ROBOTS

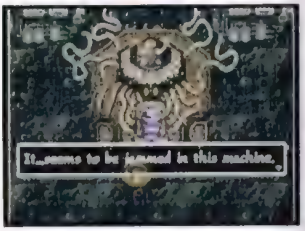
No sooner do you appear atop the God Tower than you're met by an android that Diekbeck knows all too well—Grolgalde. There's no love lost between these two, but when Grolgalde threatens to make up for his past mistake of not stopping the previous Seven Braves by killing the current Seven Braves—it's time to knock some blocks off!

At the start of the battle, Grolgalde increases the gravity in the room, so much so that you cannot move. With this accomplished, the android and his cohorts begin pummeling your party—claiming victory all the while. Little does Grolgalde know that the boasts may be somewhat premature...for in a room nearby on this very floor, Gomez and Antonio are eyeing the jewel that powers the device, which controls both the gravity and energy fields surrounding the God Tower. YOINK!!! After doing what they do best (otherwise known as "stealing"), the device shuts down, returning the gravity to normal, thus allowing you to open up a fresh can of anti-gravity *whup-ass* in the next room.

As you ponder the reason Grolgalde and others like him act the way they do, the God Tower begins to tremble. In shutting down the gravity device, Gomez and Antonio have also disabled the energy field surrounding the God Tower... and without that, it's bye-bye tower!

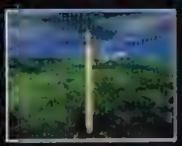


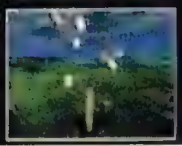
I think Grogalde's calling you FAT!



Antonio has mistaken the gravity machine for some kind of far-out orgasmatron. Oops!

ANIMECHECK — COLLAPSE OF THE GOD TOWER





FADE IN ON:
EXT. GOD TOWER-DAY

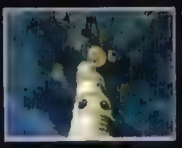
We can see the top of GOD TOWER, where the MIND CONTROL DEVICE is located, as it towers above the forest. The GOD TOWER begins to shift and move. The different sections begin to come apart and float away.

CUT TO a TIGHT SHOT of the TOWER. From this POV we can better see the sections as they float away. The top of the TOWER enters and exits the FRAME as it falls.

CUT TO our POV. As we look up, we see the sections floating away. The TOP can also be seen as it falls.

CUT TO a view of the ground. The MIND CONTROL DEVICE crashes to the ground sending debris and dust into the air.

FADE OUT.



BALBALARD

MUHAD

MUHAD SHOP	
Revival Dust	1000 G
Strengthen Fruit	1000 G
Cure-All	1000 G
Blade	2000 G
Battle Ax	6000 G
Partisan	4000 G
Scale Wand	3000 G
Iron Knuckle	2000 G
Machine Gun	4500 G
Power Pad	4000 G
Rosary	4000 G
Sawed Off Shotgun	20000 G
Leather Armor	1600 G
Leather Wrap	1200 G
Blade Guard	4000 G

STORYCHECK

HARD BOILED

Arc tries to keep the group focused. Kukuru must be getting weaker by this point, and he knows it.

With another of Andel's Martyr Towers wiped out, leave Amigue in the Silver Noah and set sail for Balbalard to the west.

EVENT CHECK!
Amigue Skyport
Balbalard

Upon touching down at the Balbalard Skyport, though several locations appear on the World Map, you'll find that nearly half of them bar you from entering once you choose them. Of the options that ARE open to you, one is but a minor battlefield which will serve a greater purpose soon enough, while another is the sixth of the seven legendary Sealed Ruins...

THE SEALED RUINS

Well, this is different! Upon entering the Sealed Ruins in Balbalard (if you've completely searched the Sealed Ruins in Amigue prior to coming here, that is) you run smack dab into a dead end. A large terminal with three switches on it is all you see. Turning each switch on opens a corresponding passage... the first switch opens a passage to the north, the second opens one to the east and the last opens... any guesses? Yup, a passage to the west. It won't take long before you're familiar with these terminals, as you'll need to use quite a few of them if you expect to trek deeper into these ruins. Be forewarned...once you enter a room containing enemies, the passage will shut behind you—and it won't open until they're all toast! Also, the foes you face have the ability to cast Silence, and should that happen to those who you're using to heal, things could get rather ugly. When you reach Ruins B2, you'll find six treasure chests—all empty. However, if you inspect them a second time, you'll notice a switch beneath each one. All but one of these switches will summon a group of monsters into the room when flipped. The switch you're looking for is on the bottom-left treasure chest. This switch will turn each chest into a staircase leading to one of several sections of the floor below. A Guardian's Force Fountain will appear above the staircases at this point as well. One final note—at the far end of Ruins B5 West, you'll run into a terminal which stops the repeating pattern from occurring when you try heading down the stairs on Ruins B3 East, thus allowing you to actually reach Ruins B4 East.

ENEMIES:

ANUBIS

SKELETON LORD

RUINS ENTRANCE

START

RUINS B1

RUINS B2

PLAY TIP

If you hit the wrong switch here, you'll be forced to fight these monsters.

PLAY TIP

Remember to inspect the treasure chests twice. The second time you'll notice a switch that you can activate. The lower left chest contains the switch that will display Ruins B2—Stairs.

RUINS B2

RUINS B2—STAIRS

RUINS B3

RUINS B3—EAST

RUINS B4—EAST

RUINS B3

RUINS B3

RUINS B3

RUINS B4

RUINS B5—WEST

ITEM!
1 Life Nut
2 Power Unit 15
3 Power Unit 16
4 Magic Leaf
5 Strengthen Fruit
6 Zebra Ax
7 Shadow Stitcher
8 Dark Charm
9 WindLong Sword
10 Full Power Fruit

STORYCHECK

WELCOME TO MUHAD

This is a MAN, baby!

Muhad, the desert town towards the center of the Balbalard World Map, makes for the last available stop in this dry barren land for now. Here you can restock your inventory with useful supplies, purchase a new weapon for Shu, check the Hunters' Guild for work, or most important of all, speak with the inhabitants and garner what information you can about the Pyramid to the west. If any of the structures found in Balbalard fit the mold of a Martyr Tower, the Pyramid would surely be it.

EVENT CHECK!

Amigue Skyport

Balbalard

Muhad

Along with talk of its having been entirely constructed within just the past six months (as if that wasn't a big enough clue...), you learn from the townsfolk that raging sandstorms are currently keeping anyone from entering the Pyramid. Rumors of the Saryu Tribe having a hand in it can be heard as well.

Yes, it's *another* Wal-Mart superstore.

HUNTERS' GUILD

Once you've gotten used to having sand in your shoes, you may want to take a stab at rounding up these mugs from the wanted posters in the local Hunters' Guild.

KANARA DESERT

ENEMIES:

ROC x4

BARBARIAN x3

RARE FOOD

HOW 'BOUT A FIELD TRIP?

Yeah, and Elc's downwind.

Thinking yourself stronger than mere wind and sand, head out of Muhad and take the short walk southwest across the bridge to the Pyramid. Upon attempting to enter the Pyramid, the sandstorm drives you back. As strong as you may be, you're still no match for the forces of nature. You now have no choice but to return to Muhad to wait out the storm.

EVENT CHECK!

Muhad

Pyramid

Muhad

STORYCHECK

THE SEARCH FOR RATA

Tosh lays it out cold. He's so cool.

EVENT CHECK!

Muhad Hunters' Guild

Muhad Bar

Kanara Desert

Back in town, you hear of a man named Rata from the locals. Further investigation reveals that Rata spends most of his time at the Hunters' Guild. At this point head over to the Muhad Hunters' Guild and talk to the Dispatcher. When he doesn't mention anything about Rata, start to leave the Guild. Just as you're about to pass through the door, the man sulking near the back window calls out to you. Unbeknownst to you, you've now found the man you were seeking—or to be more precise, he's found you. Thinking you've come to town looking for work, Rata asks you to perform a job for him. Your reward? An offer of help in quelling the sandstorm raging outside the Pyramid.

After discussing the options with the rest of your party, follow Rata next door to the Muhad Bar, where you'll find him seated at a table near the bar. Once a more proper introduction is out of the way, Rata tells you that he will help you in any way he can—but only after you do this job as a favor for him. In the nearby Kanara Desert there lives a creature called the Rayburn, and to enlist Rata's aid you must defeat it.

Outside of Muhad and directly to the northeast, you'll find the Kanara Desert, home to your prey. Upon entering its sandy lair, you see that birds of a feather truly do flock together.

Elc decides to start pimpin', but Lieza's understandably nervous.

KANARA DESERT

Yeah, but even after all this work, what you're left with will still taste like chicken.

ENEMIES:

RAYBURN x1 ROC x6

STORYCHECK

THE RAYBURN'S SECRET

Those are BIG eggs.

Yeah, right. Only in a game.

Of course, in real life, Lieza would have had her eyes reduced to pecked-out bloodied pits by now. Big birds are not nice.

EVENT CHECK!

Kanara Desert

Muhad

Muhad Bar

Inflicting a set amount of damage on the Rayburn causes it to squeal and run away to a section of the desert to the north. When you follow and subsequently corner the beast, you make a shocking discovery! The Rayburn, in attacking your party, was only protecting her unhatched eggs. At this point you're asked to choose from a pool of three possible endings to this encounter. Your selections are as follows: ***Kill the monster***, ***Live and let live***, or ***Break the eggs***. Choose the middle option.

No matter which of the three choices you ultimately choose, Rata will arrive and tell you that it was all a test. He needed to see if you had what it takes to perform another task, one of great importance to him. First things first, though...before he tells you the details of this new assignment, he makes good on his promise to help you in stopping the sandstorms which are preventing you from entering the Pyramid. To do this, he'll need to bring you to see another man—a man who can control the very wind itself. With that, Rata takes his leave. When you're ready to take Rata up on his offer, meet him once again in the Muhad Bar. On the way out of the Kanara Desert, Lieza uses her Beasttalker ability to communicate with the Rayburn...warning her not to attack others in the future. Depending on what you chose to do with the Rayburn eggs, you may also be given a small gift in appreciation at this time. An **Emerald** is received from the Rayburn if you chose to ***Live and let live***.

When you return to the Muhad Bar, Rata is noticeably delighted. After speaking to him he gets up, pays his tab, and asks that you follow him once again.

OUTLAWCHECK GUADIRAS

1 LOCATION: **Balbalard—Sealed Ruins** **2** WEALTH: **3915 G** **3** MERITS: **5**

4 TIME FRAME: **Muhad Guild—After viewing the wanted posters in Muhad Guild.**

5 DESCRIPTION:

The Arch Mage Guadiras can be found hiding amongst the normal scourge in the room to the north of the 1st terminal on the Ruins B1 level of the Balbalard Sealed Ruins. A small battlefield, numerous enemies, and a door which won't open once it shuts behind you can make this a tricky encounter, especially if you don't have a party member familiar with the ways of healing. If you want to collect the bounty on this foe, but you haven't yet passed Rata's test, you'll either need to travel to a Hunters' Guild other than the one in Muhad, or advance the game's plot to a point where the Dispatcher of said Guild will allow you to do business there.

6 AREA MAP:

7 CRIMINALS:

GUADIRAS x1

ANUBIS x3

SKELETON LORD x4

OUTLAWCHECK DARIUS

1 LOCATION: **Balbalard—Kanara Desert** **2** WEALTH: **3600 G** **3** MERITS: **5**

4 TIME FRAME: **Muhad Guild—After viewing the wanted posters in Muhad Guild.**

5 DESCRIPTION:

Over in the Kanara Desert, the Rayburn isn't the only thing causing trouble for those brave enough to trek across its hot sands. If you're lucky, Darius, the Earth Devil wanted by the Muhad Hunters' Guild, will rise from beneath the dunes upon your entry into the area. Like Guadiras, if you wish to collect your reward for this bounty before going on the test Rata sets up for you, you'll have to use the Silver Noah to fly to another Hunters' Guild.

6 AREA MAP:

7 CRIMINALS:

DARIUS x1

BARBARIAN x3

ROC x4

JOBCHECK Find the Ring

1 LOCATION: Balbalard–Kanara Desert | **2** WEALTH: 3000 G | **3** MERITS: 5

4 TIME FRAME: Muhad Guild—After passing Rata's test.

5 DESCRIPTION:

This job appears in the Muhad Hunters' Guild once you've passed the test that Rata gave you. After accepting this assignment, head back to the Kanara Desert to begin your search. Upon arriving, you'll need to select one member of your party with which you wish to sift through the hot sand for the lost jewelry. To look for the article of jewelry, first select a spot where you believe the ring to be, then while facing that spot, press the "X" Button to search. Finding the lost ring can be made easier by standing in the center of the area and keeping your eyes peeled for a small glint of sunlight which will periodically reflect off the object you seek. If you can't spot the ring shimmering in the sunlight, try searching five paces east of the dinosaur skeleton's neck (directly to the right of the small pile of bones). Keep in mind that you must "face" the spot you wish to search, and not stand directly on it. After uncovering the ring, a pair of Barbarians arrive. Apparently attracted by the gleaming precious metal, they try telling you that the ring belongs to them, and that they must have dropped it. When that approach fails they try a more barbaric method. (What'd you expect? They're Barbarians!) Return to the Muhad Hunters' Guild to collect your reward once you've bested the wannabe thieves.

6 AREA MAP:

7 CRIMINALS:

BARBARIAN x2

JOBCHECK Desert Rapture

1 LOCATION: Balbalard–Kanara Desert | **2** WEALTH: 4000 G | **3** MERITS: 8

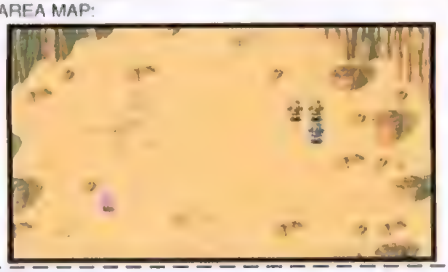
4 TIME FRAME: Muhad Guild—After completing the job "Find the Ring".

5 DESCRIPTION:

This assignment will appear in the Guild once you've completed the job "Find the Ring". Back you go for the third time to the Kanara Desert, where hopefully you too won't end up like those whose disappearances you're trying to solve. Not long after entering the desert you hear a loud cry, followed shortly thereafter by the appearance of a band of kidnappers, including an apparition who attempts to put an end to your career as a Hunter by summoning the desert winds into a strong tornado. When that fails, the marauders try a more physical approach. Too bad they don't have the muscle to back up their boasts. After defeating the bandits, thereby preventing any future kidnappings, return to the Guild and pick up your easy money.

FORM APPROVED: HG01-02-004-58602

6 AREA MAP:



7 CRIMINALS:

WRAITH GUARD x1 BARBARIAN x1 ROBBER x2

JOBCHECK

Lost Girl

1 LOCATION: Balbalard–Muhad Inn | **2** WEALTH: 3500 G | **3** MERITS: 7

4 TIME FRAME: Muhad Guild—After passing Rata's test.

5 DESCRIPTION:

Our client has lost her mother. Find the lost girl's mother and reunite her with her daughter.

Like the job "Find the Ring", the contract for this assignment shows up in the Muhad Guild once you've performed the test involving the Rayburn for Rata. Mia, the little girl whose mother you're trying to locate, is staying at the Muhad Inn. Head over to her room to dig up some clues on where you can start your search. From Mia you learn that her mother's name is Milia, and that she last saw her in Prodias... good thing you've got an airship at your disposal. Take the Silver Noah to East Aldia and from there return to Prodias—the city Elc now calls home. The woman in front of Elc's apartment building mentions that Zena, the new tenant who moved into the empty apartment, may know more. Unfortunately that "more" doesn't come in the form of good news. Upon talking to Zena, who is in the far right apartment of Elc's building, you're told that Milia perished in an accident. She then gives you Milia's ribbon. When you question her about Milia's daughter, you receive some very curious information—that Milia was only nine years old when the accident occurred! Thinking you're playing a cruel game, Zena sends you away. At this point, return to the Muhad Inn in Balbalard to talk to Mia. After you confront Mia with the truth, she throws a fit, in the process summoning several Will 'o Wisps.

After defeating the products of Mia's bad temper, Lieza drops the ribbon that was given to you by Zena. As it floats across the room, the spirit of the dead child slowly materializes beneath it. Seeing this, Mia calls out to the spirit—then reverts back to her true form, that of a child's doll. The two then vanish. When you've calmed down, take a walk over to the Hunters' Guild to collect your reward. It may not have had the ending you expected, but you still completed the job successfully.

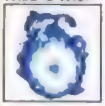
Yeah, a life-sucking doll from hell!

Okay, this whole job was just plain creepy. Get out of here as fast at you can!

6 AREA MAP:

7 CRIMINALS:

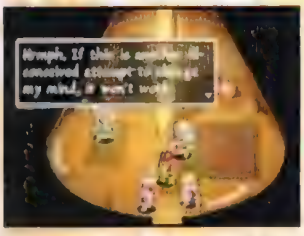
WILL 'O WISP x5



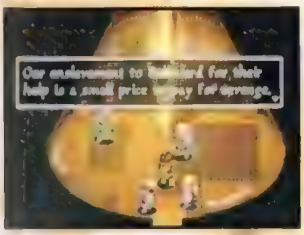
FORM APPROVED: HG01-02-004-58602

STORYCHECK

REVENGE—ONLY BRINGS PAIN



Rata expounds the benefits of Smileology, but his brother will have none of it



In the desert, the best you can hope for is to serve the revenge lukewarm. Cold is out of the question.

EVENT CHECK!

Muhad

Saryu Tribe Camp

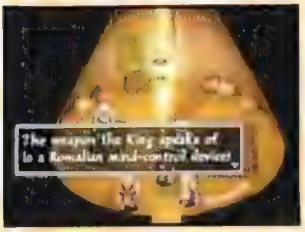
On the outskirts of town, Rata tells you that the one who controls the sandstorms is none other than the current Chief of the Saryu Tribe. According to Rata, the Saryu Tribe migrated here from Zariban, but the reasons why must remain a mystery for now. He then leads you out of Muhad to the Saryu Tribe Camp, which is located to the east of the Kanara Desert.

When you reach the Saryu Tribe Camp, Rata enters the Chief's tent. You soon learn that the Chief is none other than his brother. Though some friction between the two is hinted at, once again you'll have to wait to find out why, as the discussion stops when you're ushered into the Chief's tent by Rata. What's this? Some bad blood between the Zariban and the Saryu? Apparently that friction you overheard moments ago has something to do with the Saryu having been done wrong by the Zariban, and Chief Nam thinks you've been sent to sway his mind on the matter. Rata wants to leave the past behind, while his brother, Nam, dwells on nothing but the day that the tribe will exact its revenge. This terrible wrong that the Chief is so stuck on has to do with the destruction of their village and most of their tribe by General Kasadoll and the Zariban military. Oops.

SARYU TRIBE CAMP

STORYCHECK

REVENGE—ONLY BRINGS PAIN (CONTINUED)



It's code named "satellite TV"...

The Chief then speaks of a way that the Saryu will finally have their day. Atop the Pyramid there is a powerful weapon... one whose first target, in return for the Saryu Tribe's protection of the Pyramid during its construction, is promised to be Zariban. Knowing this to be more of Andel's trickery, Arc steps forth and tells Nam that he's being deceived. This great weapon that he's been told of is actually a mind-control device which will enslave all those around it—including the Saryu Tribe!

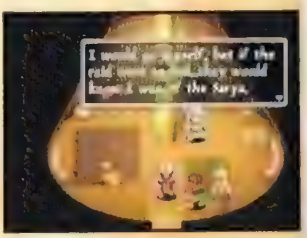
Rata apologizes for his brother's hotheaded reaction...

When Nam makes it clear that he doesn't believe you, Rata chimes in with his two cents. He tells his brother not to be a fool, and that there isn't much time before the Pyramid is complete—not to mention that their mother's fate hangs on which course of action they decide to embark on. Rather than hear you out, Nam orders you out. Over in his tent, Rata tries his best to make everything clear. He explains how the Saryu were once the protectors of the Water Guardian in Zariban—until General Kasadoll and the entire Zariban military decimated their village in an attempt to get ahold of the key to the Water Shrine (as you witnessed in ***Arc the Lad***), that is. Having to leave Zariban, they then settled in nearby Balbalard, where Rata's brother, Nam, struck the deal with the King to protect the Pyramid. Rata and Nam's mother was then taken away as collateral to make sure they didn't get any funny ideas.

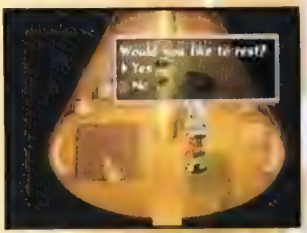
It's Ele who figures out why Rata offered to help get you inside the Pyramid—so that you could rescue his mother! Not a problem. Rata can't go with you on this mission though, for if it doesn't go as planned, the King would surely know that the Saryu Tribe had crossed him—and that would put his mother, and the rest of the Saryu, at risk.

Tukae Cave to the south is where Rata's mother is being held, so that should be your next destination. If you need to rest before taking on this latest challenge, talk to Rata and he'll set you up with a couple of sleeping mats and a nice soft pile of sand.

Once out on the Balbalard World Map you'll notice that the Saryu Tribe Camp has now become an accessible location. Before heading to Tukae Cave, you may first want to return to the Indigos Hunters' Guild in East Aldia. The reason? To take on the contract for the job "Mysterious Job Interview", for the solution to said job lies hidden within Tukae Cave.



"Well, and I might get killed, too. That would suck. So, why don't you risk your lives instead?"



If this is some kind of proposition from Rata, RUN!

OUTLAWCHECK GUALDE

1 LOCATION: Balbalard—Tukae Cave **2** WEALTH: 3645 G **3** MERITS: 5

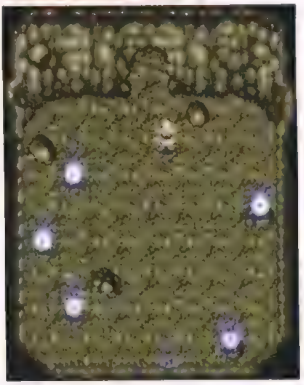
4 TIME FRAME: Muhad Guild—After viewing the wanted posters in the Muhad Hunters' Guild.

5 DESCRIPTION:

The encounter whereby you meet up with Gualde, the Ninja Master wanted by the Guild in Muhad, takes place during normal game progression. While scouring the Tukae Cave in Balbalard, you'll come across this criminal impersonating Rata and Nam's mother in the northeast chamber off of the northern tunnels. During this encounter, all it takes to put an end to it is felling Gualde—so unless you need the experience, concentrate all your attacks on him.

6 AREA MAP:

TUKAE CAVE—MAP 8



7 CRIMINALS:

GUALDE x1

WILL 'O WISP x6

JOBCHECK Mysterious Job Interview

1 LOCATION: Prodias–Balbalard **2** WEALTH: 3200G **3** MERITS: 7

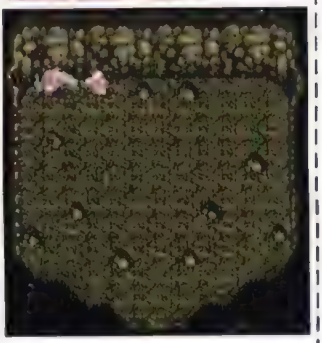
4 TIME FRAME: Indigos Guild—After completing the job "Indigos Escort".

5 DESCRIPTION:

While this job appears in the Indigos Guild as soon as you've completed the job "Indigos Escort" from the Prodias Guild, you can't actually complete it until you have access to the Tukae Cave in Balbalard. Upon accepting this contract, head to the Aldia Bridge for yet another choice assignment. Once inside the area, speak to the Ninja, "Dragon Ash of the Dark Serpents", and give him the codewords, "*Not really...*" when prompted. With these words he knows you to be the Hunter sent from the Indigos Guild. After a brief reminiscence, Ash asks if you can help him find his lost dragon Elvic. At this point leave the Aldia Bridge to begin your hunt for the winged serpent. Begin your search by sailing the Silver Noah to the far away land of Balbalard. It's here in the northwest chamber off the northwest tunnels deep within the Tukae Cave (Map 7, Pg. 455) that you'll find Elvic, as well as your old friend Piers Beronica. Piers tells you that he found the dragon injured on a beach, and took him into the cave to rest. When Lieza uses her Beasttalker ability to talk with Elvic, the dragon tells her to let Ash know that he'll return to him in East Aldia as soon as his wounds have healed enough to let him make the journey. All that's left for you to do now is to return to the Aldia Bridge in East Aldia where Ash is waiting, and tell him the good news.

6 AREA MAP:

TUKAE CAVE—MAP 7



STORYCHECK

FIND RATA'S MOTHER

Unfortunately both Arc and Shu drank the water in the Saryu camp, and are feeling a little...transient.

EVENT CHECK!
Tukae Cave

When you're finally ready, make the trip to Tukae Cave where, without any guards at its entrance, you're able to slip right in. Something seems fishy when you notice how many bats populate the cave—there would not be this many if anyone were using the cave on a regular basis. Though you feel it may be a waste of time, you have no choice but to search the entire cave just in case Rata's mother IS inside it. A small word of warning about some of your soon-to-be foes... if you're not careful of the Paralyze Breath attack of the bats, you could very easily be stopped in your tracks—for good!

Check!

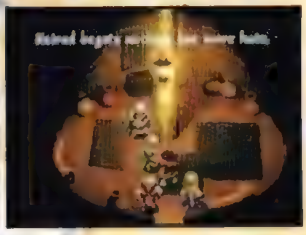
MOMMY DEADEST

Once you reach the chamber furthest to the northeast, you'll face off against Gualde, the last of the criminals wanted by the Muhad Hunters' Guild. Defeat him and the encounter ends. The rocks blocking a hidden doorway in the wall to the north then crumbles, allowing you entrance to the chamber where Rata's mother is being kept. Rata won't be expecting what you'll have to tell him you found, but perhaps the letter you find on her body can soften the blow. Perhaps this will finally open Nam's eyes to the truth! Only then will their mother's death have meaning—for if you can get Nam to stop the sandstorms at the Pyramid, you'll stand a chance of saving the people of this land from Andel and his Martyr Plan.

Uh, yeah. Kinda hard to miss the decaying corpse on the floor, isn't it?

STORYCHECK

BETRAYED



Nice words, but with the tension between Nam and Rata, this is probably not going to change things.

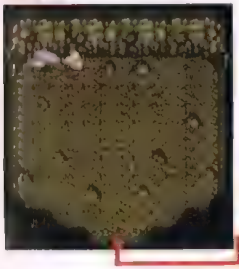
EVENT CHECK!
Saryu Tribe Camp

Upon returning to the Saryu Tribe Camp, Nam instantly recognizes the handwriting in the letter to be that of his mother. Her final words, contained within the letter, enrage him—how could the King of Balbalard have betrayed him so?! With that, he storms from the tent, determined to face the King and demand an answer. The problem with that is the King is inside the Pyramid—along with the Romalians and god knows what else!

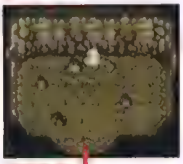
As the rest of your party rushes to stop Nam from making another horrible mistake, Arc hangs back to have a few words with Rata.

TUKAE CAVE

MAP 7

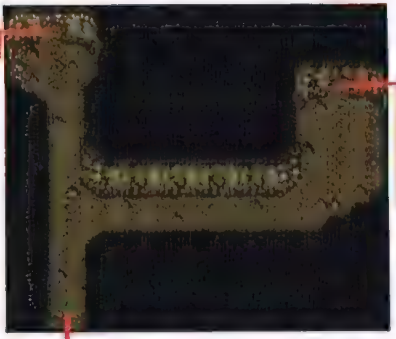


MAP 9



MAP 8

MAP 6



Check! ⇨ PG. 454

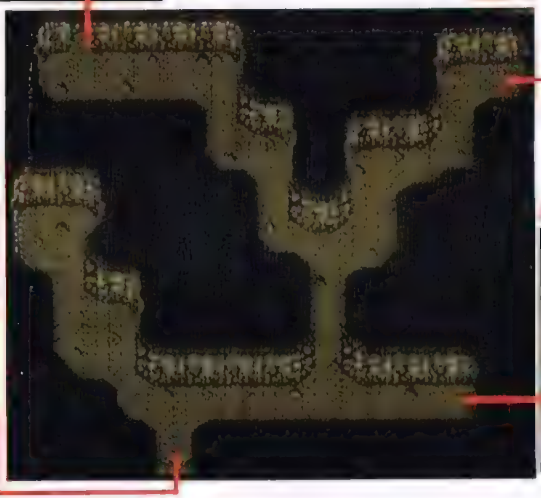
MAP 5

ITEM!

1. Black Suit
2. Iolite

MAP 4

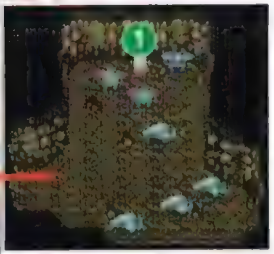
MAP 3



MAP 1

START

MAP 2



ENEMIES:

FANGED BAT

LEVIATHAN

SERPENT

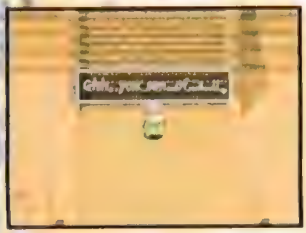
NEW ENEMY

WILL 'O WISP

GUALDE

STORY CHECK

PYRAMID SCHEME

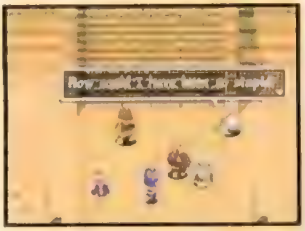


...high-ranking military official's drunken, diseased, hairy-pitted, stinking concubine. Kasadoll is all those things and so much more.

EVENT CHECK!
Pyramid

Over at the Pyramid, Nam breaks the seal which was keeping the sandstorms blowing and all onlookers out. This draws the attention of General Kasadoll, who emerges from the shadows at the entrance to the Pyramid. What the General has to say makes Nam realize that he's been taken for a fool...causing the pain and anger to intensify a thousand-fold. When Kasadoll reveals the horrible truth that he personally was the one who did "the Johnny Appleseed deed" to Nam's mother, it infuriates the leader of the Saryu to no end. Just as he's about to lose control and rush up the stairs to take revenge on the General, your party makes its appearance.

After Ele convinces Nam that blindly rushing into such an obvious trap would only serve to get him killed, General Kasadoll gloats that the Fire Golem defeated at the Water Shrine (as seen in ***Arc the Lad***), which you thought to be him all this time, was actually nothing more than a Chimera clone. He then goes on to say that he plans to declare an all-out war against Balbalard and Zariban—the resulting fear, pain and suffering enabling him to gather more dark energy for the Martyr Plan in the process. Hearing this, Nam finally collapses from the shame of knowing he had been tricked into aiding those who have done him the most harm.



Apparently, quite easily.

Of course Ele made this observation without the benefit of watching any James Bond movies, making this call all the more impressive.

As you're telling Kasadoll just where he can stick his plans, a massive Romalian Battleship rises from its construction bay within the Pyramid. One blinding flash later—and the Saryu Tribe Camp is no more. Just as Nam feels he can no longer go on, Arc arrives and informs you that he and Rata evacuated the camp before the damage was done.

Miffed at being upstaged by Arc, General Kasadoll retreats inside the Pyramid, but not before calling out a small army of Chimera clones to keep you company.

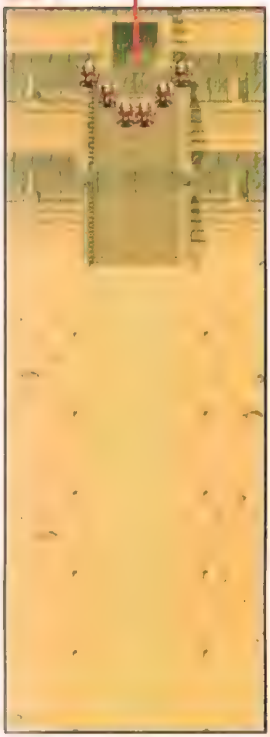
After defeating the Golems, Arc tells Nam that the Saryu have relocated to the forest east of the Pyramid, and that he should return to them. Your party then enters the Pyramid to track down General Kasadoll.

When he's right, he's right. Can't disagree with Kasadoll on this one.

MAP 2

MAP 3

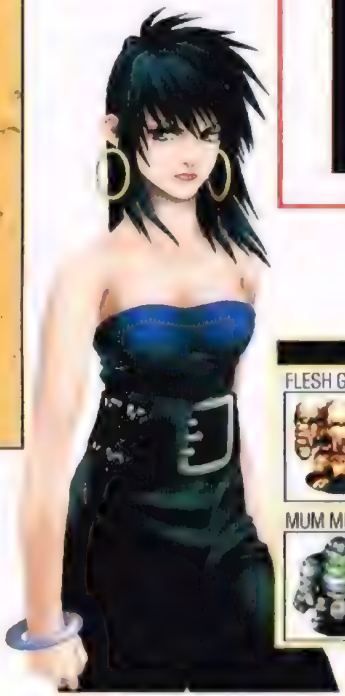
MAP 1



START

PLAY TIP

One of the first things you'll notice inside the Pyramid is that certain floor tiles have hand-shaped hieroglyphics on them. Stepping onto any of these tiles will cause you to be pushed in the direction that the hand is pointing.



ITEM!

1 Light Saber	2 Abuser

ENEMIES:

FLESH GOLEM

SPHINX

KING MUMMY

MUM MUMMY

ANUBIS

DARK KASADOLL

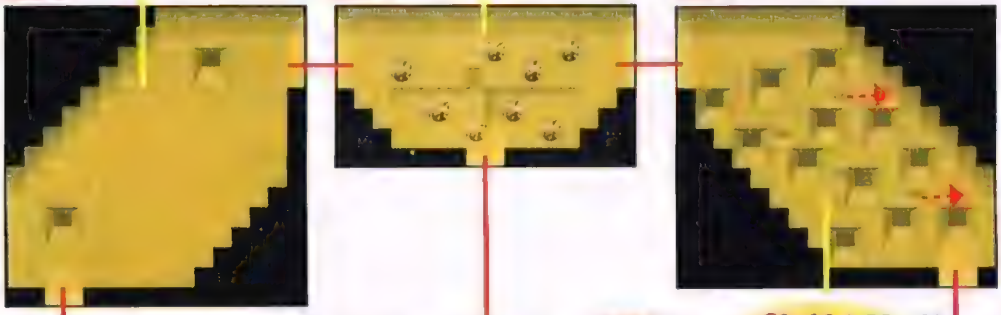
Check2 ⇨ PG. 460

Check3 ⇨ PG. 460

MAP 5

MAP 6

MAP 7

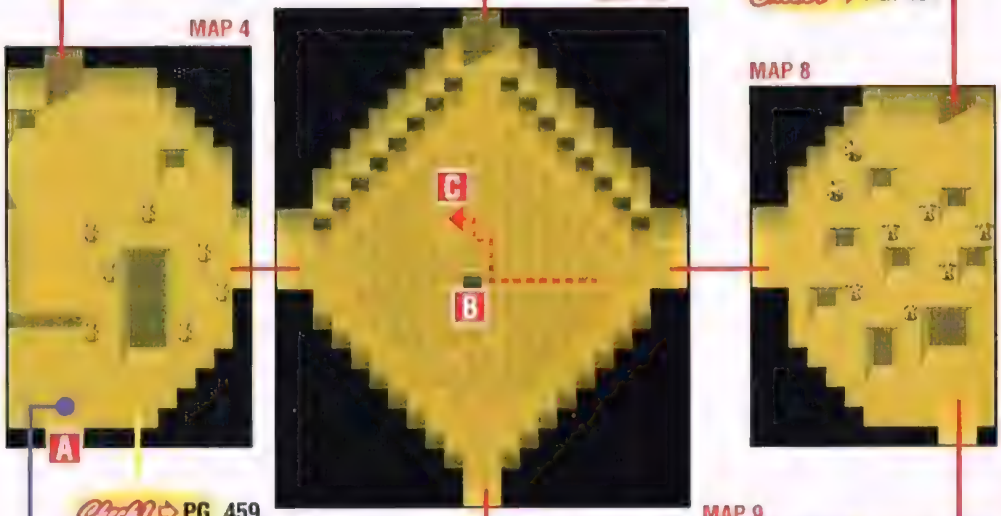


Check4 ⇨ PG. 461

MAP 11

MAP 4

MAP 8



Check1 ⇨ PG. 459

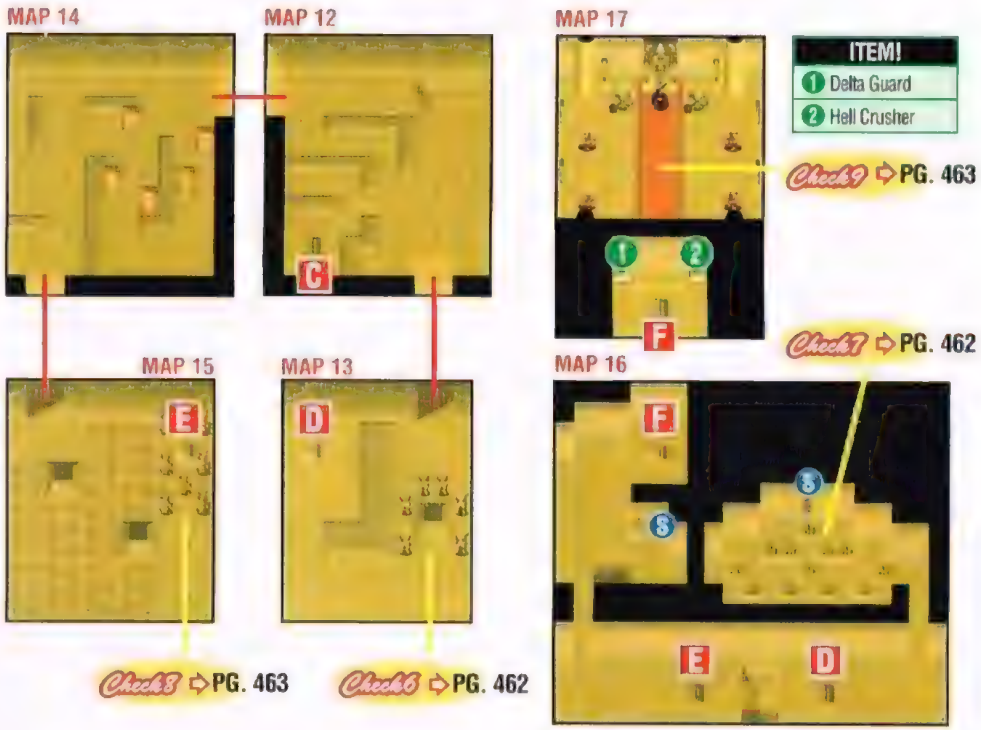
MAP 9

MAP 10

Check5 ⇨ PG. 461

PLAY TIP

While progressing from room to room inside the Pyramid, you'll encounter groups of Sphinxes. These creatures, when first met, will ask you questions on a variety of subjects. Answer the question correctly and they'll let you pass—answer wrong, and the only way you're getting past them is by force!



Check1

RIDDLE ME THIS....

Begin your journey through the first level by ignoring the stairs to the right, and passing through the doorway to the northeast. It's here where you'll receive your first question. ***What animal walks on 4 legs in the morning, 2 legs at noon, and 3 in the evening?*** This first riddle pertains to age, and the three choices you're given for a possible answer include:

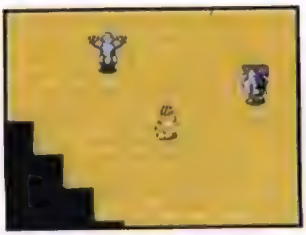
Human
Injured Hamadryad
Evolved Goat

Ahh, it's good to win!

The correct answer here is ***Human.*** Of course, 4 "legs" refers to a baby crawling, 2 legs is an adult walking, and 3 "legs" implies an elderly person with a cane. Choosing either of the other two selections results in your having to battle these foes.

Check2 ⇨ SARCOPHAGI—EXCELLENT!

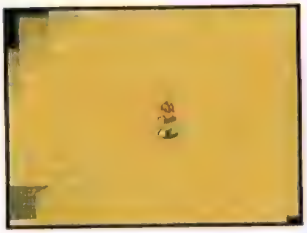
From this room, take the exit to the north, as the one to the east brings you to an area in the central room where your only options will be to ride the hieroglyphic floor tiles until you fall through the sand into the basement. If you choose to do this now, or at any other point while on the first level of the Pyramid, know that the basement is filled with Sarcophagi. Upon your arrival, these upright tombs will then open, and release a bevy of bandaged baddies. Just how many depends on the area of the basement you actually fall into.



Try to avoid spending time in this hellish basement!

Enemies (if you fall into the various sections of the basement):

Assuming you skipped the doorway to the east (or have returned to the room where you were first tested by the Sphinxes if you had an overwhelming urge to check out the basement), pass through the northern door. In this next room you'll need to reach the doorway at the northeast. To do this, you'll need to ride two of the flowing rivers of sand. The first one you should walk onto is the one flowing west to east across the center of the room, followed by the one against the eastern wall which flows from south to north and lets you off just below the door.



Swing low, sand chariot, comin' for ta carry me...oh, my god! It's heading to the basement again! Ahhh!

Check3 ⇨ ANOTHER POSER

In the following room, you're stopped by the Sphinxes for a second time. Their question this time is on geography... ***What is the name of the cave to the east?*** Your selections this go-round:

Tukea Cave
Tuke Cave
Tukae Cave

The correct answer is ***Tukae Cave***. If you picked a misspelled version, get ready for a fight.

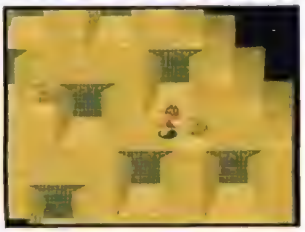
Elc wasn't paying attention to the question. Never think about what's for dinner when being questioned by Sphinxes.

From this room, exit through the doorway to the east to continue on your way to the stairs to level two (taking the southern doorway only leads to hieroglyphic floor tiles and more trips to the basement, so skip that unless you need to build your characters up).

Check4 ⇨ WAS ANYONE PAYING ATTENTION?

In the next room, push the northeast and southeast blocks two spaces to the east in order to create a path so you can reach the doorway to the south. Once through it, your good friends the Sphinxes test your trivia knowledge once again by asking you, ***What does the "G" in your monetary system stand for?*** Possible answers include:

Gold
G-Craft
Goz



Elc, bored with his physical prowess, decides to see how many blocks he can push with his nose.

Goz makes the world of ***Arc the Lad*** go round. Though you may have wanted to pick the obvious choice of Gold, it, along with G-Craft (the original Japanese team that helped create ***Arc the Lad Collection***), would only show the Sphinxes that you aren't as smart as you look. Trivia bit: "Goz" was originally going to be "Gaud" in the US version because it was originally translated "God", and well, it seemed silly to have money called "God", whether or not it is the root of all evil. Fortunately, it was clearly "Goz" in Arc III, so the translation was fixed for the previous games so they all matched.

Once you've answered question three correctly, head through the doorway to the west to reach the central room. Then, of the four floor tiles you can reach, step onto the tile which will seemingly lead you directly west (the bottom left tile...if numbered from lowest to highest you'd want the second). This takes you directly to the stairs to level two.

Check5 ⇨ OPPOSITES DON'T ATTRACT

If you had instead taken the door to the south from the previous room, you would have ended up in another "Riddle of the Sphinx" room. The question this time being rather simple. ***Light and Dark are of opposite powers, and never work together. What is the opposite of Wind power?*** Hmmm... wonder which of these three it could be?

Earth
Water
Fire

An Egyptian-inspired version of "the finger".

Common knowledge of the elements tells you that the answer is ***Earth***. Any RPG fan who got this one wrong deserves far more shame than the battle against the Sphinxes that they get.

After impressing the Sphinxes with your intelligence, pass through the doorway to the southwest to find a Guardian's Force Fountain. Once you've topped off your Hit and Magic Points, head through the exit to the north to reach the central room. Here you'll need to walk onto the top-right floor tile to reach a hole further on in the conveyor belt of tiles. This hole drops you onto the raised area in the center of the basement, where you'll find two treasure chests. Taking any of the other tiles drops you into the normal sarcophagi-filled sections of the basement.

Okay, that kinda makes it worth the trip.

Check6 ➪ ALPHABET POOP

Once you've pilfered the goods from the chests, hop off the raised area and return to the first level. From there, make your way back around to the stairs to level two.

An Egyptian themed version of Sesame Street where *death* is on the line!

From the first room on level two, head through the door to the south for yet another fascinating question by the Sphinxes...this one alphabetical in nature. ***Death Hound, Dolid, Dragon Fly. What comes next?*** Choose one of the following:

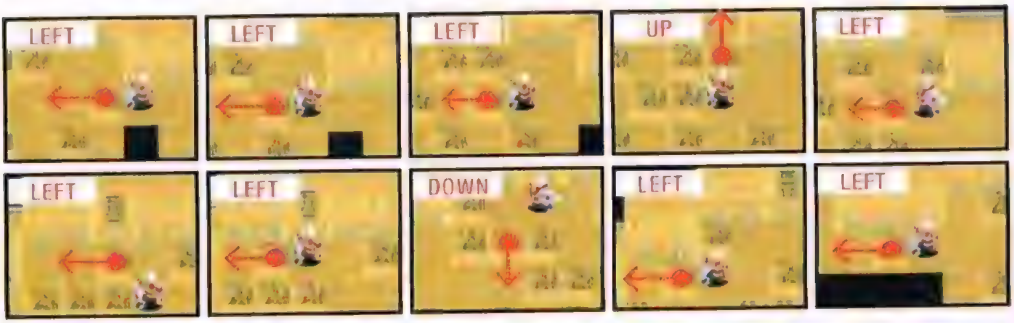
Diekbeck
Death Knight
Evil Eye

The only answer that could alphabetically come after Dragon Fly is ***Evil Eye***. The other two get you the anal raspberry from the Sphinxes.

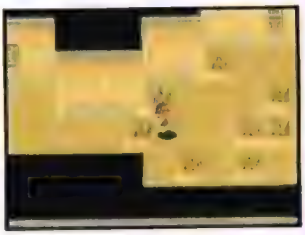
In the northwest corner of this room is the first of the two possible stairways to level three.

Check7 ➪ BLOXY BOY

Upon climbing the stairs, you're given the ***Restart is now active*** message. This is referring to the puzzle in the area just to the north, where your objective is to move the blocks in such a fashion that you're able to reach and turn on two switches. If you need help doing this, here is one of the many patterns you can push the blocks in...



Activate the second switch to extend the wall beside it to the left, which in turn causes the river of sand in the area above to be diverted from a north-to-south flow to one of west-to-east. If at any point you dead-ended yourself while pushing the blocks, go into the menu screen and choose ***Restart*** to be brought back to the point where you just arrived on level three. After successfully triggering the second switch, return via the stairs to the second level. If you choose to instead drop down the hole at the end of the sand flow beside the second switch, the loud thud you make when you land will wake up the Mummies sleeping in the golden sarcophagi.

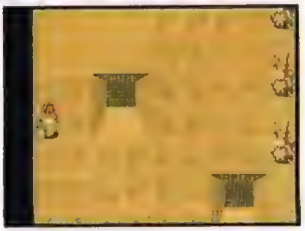

Pushing blocks sure does build up a healthy thirst.

Check8 ⇨ IS THAT YOUR FINAL QUESTION?

From the room with the golden sarcophagi (which is to the west of the opening room on level two), take the southern door into a room half-filled with hieroglyphic tiles. Step onto the far left tile to ride to an empty one to the south-east, then from there, step onto the tile to the right to be brought to the eastern side of the room and your next Sphinxes question. Relating to the area each can access under its own power, you're asked: ***What animal is released from the ground?*** The creatures you can choose from are as follows:

Bird
Human
Snake

With its wings, a ***Bird*** can soar through the skies, which is something neither a human or snake can do. Choosing either of those land lubbers upsets the Sphinxes.



Sliding your way to an unknown fate.

After answering correctly (or fighting your way past the Sphinxes), take this second set of stairs (at the top of the room) to level three, then from there continue north until you reach the stairs to level 4.

Check9 ⇨ TIME TO FIGHT KASADOLL!

Kasadoll welcomes you once you arrive. What a guy! Beware his ability to cast Death. The two treasure chests in the entryway on this level can be reached by Gogen's level 3 Teleport spell. Teleporting onto any of the symbols along the floor next to the stairs will cause the closed section of wall to re-open, giving you more room to fight if you need it.

After defeating Kasadoll and his underlings, you quickly identify the statue at the top of the room to be a mind-control device. As Ele destroys it, he and his companions begin to realize what it is the Romalians have been trying to do with these evil devices. Like most of the Martyr Towers before this, once the mind-control device is no longer, the complex begins shaking off its foundation. You make it out the door just as the walls come tumblin' down.

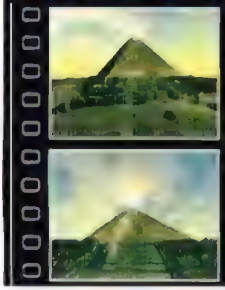
Speaking of scrappy, ugly things...

Kind of like the tabloids...

Dark Kasadoll					
LEVEL	88	ATTACK	59	JUMP LEVEL	2
RANGE	5	MAGIC	23	THROW LEVEL	3
HIT POINTS	444	DEFENSE	46	COUNTERATTACK LEVEL	3
MAGIC POINTS	112	ABILITY	19	CATCH LEVEL	2
ABILITY	Charge	ABILITY	Death		
ELEMENT	Dark	ABILITY	—	ABILITY	—
EXP	35200	7040	ABILITY	—	ABILITY	—
GOLD	5280	WGT	8	EQUIP	Light Ax	

ANIMECHECK

PYRAMID COLLAPSE



FADE IN ON: EXT. PYRAMID

The SUN is hanging just above the tip of the PYRAMID. The base of the PYRAMID begins to give way and the LEFT SIDE sinks into the sand.

CUT TO a view of the PYRAMID at the base of the ENTRANCE STAIRS. MOVE the CAMERA UP the STAIRS to the base of the PYRAMID.

CUT TO a DISTANT shot of the PYRAMID. Smoke can be seen at the base as we PAN to the RIGHT.

CUT TO a CLOSE UP of the PYRAMID. SLOWLY PAN the CAMERA to the LEFT. The air is thick with smoke as the PYRAMID sinks into the sand.

CUT TO a DISTANT shot. The PYRAMID has completely disappeared from our view.

FADE OUT.

OOPS!CHECK

MEMORY MALFUNCTION

A constant problem with Arc II, especially, was memory. For the English version, we were constantly tight or over on memory. In early builds of the game, after the Pyramid went down, you got a touching scene with Nam and Rata that went kinda like this:

"Nam and Rata are there to meet you once you've made it outside to safety. They thank you for what you've done... you've insured that the Saryu Tribe will live on. With all that's gone on recently, Nam sees the error in his ways and tries to pass the crown of Tribe Chief over to Rata—who, along with the rest of the Saryu Tribe, couldn't disagree more. They feel that learning from his mistakes will make Nam a stronger and wiser Chief, which is exactly what the Saryu needs at this crucial time, and with that, you take your leave."

A touching round of kiss and make-up with the tribe and Nam's brother that isn't in the final game.

Unfortunately, toward the end, this particular module got too big, and wouldn't build and run reliably, so the part was just not built into the final game. Instead of the tribal make-up session, you go straight back to the (empty) village. Game doesn't run out of memory and crash. Problem solved, right? Well, sorta.

The unfortunate side effect of this last-minute fix that wasn't caught before the game was approved was that when you return to camp, those dust devils blowing in the sand are actually where PEOPLE should be. And, what's funnier/more distressing is that you can TALK to the dust clouds *and they actually talk like the people are there.* Oops.

An invisible woman on an impossible mission that's a side effect of a boo-boo in the final build.

Leaving and re-entering tells you there was an "Error" (duh!) and repopulates the whole place. Everything's fine again, but this is one big "oops" that came from the U.S. localization!

JOBCHECK Dangerous Medicine

1 LOCATION: **Muhad Guild—Tukae Cave** **2** WEALTH: **4000 G** **3** MERITS: **6**

4 TIME FRAME: **Muhad Guild—After entering the Pyramid.**

5 DESCRIPTION:

A Leviathan lives amongst the serpents in the southeast cave. Its horn is valuable for medicine. Client wishes to have the horn retrieved.

This latest contract becomes available once you've entered the Pyramid (it matters not that you've completed it). To complete this assignment, you need only venture to the Tukae Cave and kill the Leviathan in the southeast chamber off of the southern tunnels within. Upon its death, you'll automatically receive the Sea Dragon Horn that the client needs to make medicine. Not exactly the most complicated of jobs.

6 AREA MAP:

MAP 2

7 CRIMINALS:

LEVIATHAN x1

SERPENT x6

VOICES IX

KEN INNES IV—PROGRAMMER, WORKING DESIGNS, INC.

What is it like localizing a game the size of Arc Collection?

Localizing the four games that make up Arc the Lad Collection presented a unique set of challenges from that of "normal" game development. The first task to accomplish is to get all of the data files and source code to build so that they match their equivalent files of the Japanese production discs. This was, as it tends to be with most localization projects, the most difficult part of the project. All four games were plagued by various degrees of multiple file versions, missing files, scarce documentation, memory problems, and bugs found in the original Japanese games.

Having different versions of the same file scattered in various directories made it difficult to determine which should be used. There would often be files in one directory that had a later timestamp from files in another directory, yet the older files would be the ones that match what was on the original production disc. Then we would see that the older directory would be missing files, while the new directory had them all, plus extras. And on top of that, we would end up with even another version of these files when we tried to build them ourselves. It was, at times, quite frustrating.

Files that were missing completely was another challenge to overcome. Requests for these files would be sent off as soon as we realized that they were needed, but in many cases the files were lost forever, or difficult to track down. In the end, it was usually quicker just to go to the original Japanese production disc and rip what we needed off of there. Although we had to use this technique on each of the four games, we relied on it most heavily for building Arc the Lad II. Obtaining missing files this way is one of the main reasons we had to get our build to match exactly what was on the Japanese game discs.

STORYCHECK

BUILDING A BETTER 'BOT

Arc takes time out to play charades with Chongara...or, is it a normal conversation?

EVENT CHECK!

Balbalard Skyport

Zariban

With your visit to the hot sands of Balbalard having reached its end, make your way to the Balbalard Skyport, where upon choosing to leave the country, you'll meet with Chongara in the Operations Room of the Silver Noah. It comes as no surprise to you that your next destination is Seirya—having spent some considerable time in Palencia Tower before you knew of the Martyr Plan, rescuing the people of Touvil as well as Poco and Diekbeck, it doesn't take you long to guess the exact location. The Palencia Tower now shifts from a matter of *if* you'll need to return there, to one of *when*. The answer to this question is "now", but if you'd like to find more Power Units to upgrade Diekbeck, change that to "very soon".

If you decided to take the side trip to search for the Power Units, steer the Silver Noah towards Zariban once you have access to the World Map. It's here that you'll find the last of the seven Sealed Ruins, hiding place of both Power Unit 17 and 18.

THE SEALED RUINS

After you've ransacked the Sealed Ruins at Balbalard for all they're worth, the seal on the entrance to the ruins in Zariban will be lifted. These final ruins are located due west from the Zariban Skyport. Inside, you'll find that, like the Balbalard Ruins before, there are wall switches and floor panels (identified by the broken circular patterns in their center). You'll need to trigger these in order to open new passages so that you may progress. Some of these floor panels will perform different functions, such as restoring the Hit and Magic Points of your characters. As always, any areas cleared of enemies will remain as such throughout the duration of your visit to the ruins. Finally, a Guardian's Force Fountain is waiting for you on Ruins B4 should you need it.

When you're through rummaging through the ruins, return to the Zariban Skyport, and from there make your way to Seirya to tackle the next Martyr Tower.

ENTRANCE

RUINS B1

RUINS B2

ENEMIES:

MUTANT FLY

MUMMY LORD

ITEM!	
1 Rage Herb	9 Power Unit 17
2 Tomahawk	10 Brass Knuckle
3 Sarissa	11 Beat Attacker
4 Dark Staff	12 Kenpo Suit
5 Strengthen Fruit	13 Magic Apple
6 Flame Tail	14 Flame Charm
7 Recover Fruit	15 Ranger Suit
8 Killer Spike	16 Power Unit 18

RUINS B4

RUINS B3

RUINS B5

RUINS B5-3

RUINS B5-BOTTOM

RUINS B5-TOP

OUTLAWCHECK

MAIOS

1 LOCATION: **Elzark Guild—Zariban Sealed Ruins**

2 WEALTH: **2340 G**

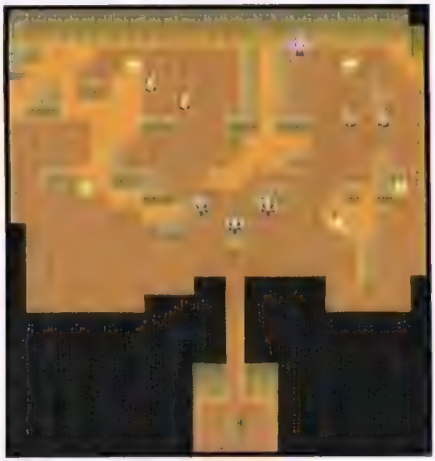
3 MERITS: **3**

4 TIME FRAME: **Elzark Guild—After viewing the wanted posters in the Elzark Hunters' Guild.**

5 DESCRIPTION:

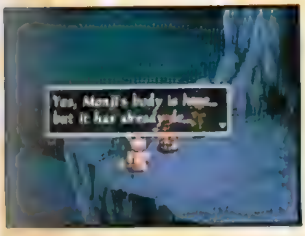
While you're doing your best Indiana Jones impression (or Indy doing Lara Croft if you prefer) in the Zariban Sealed Ruins, chances are you'll come across this fugitive from a Brendon Fraser movie. Hiding away in the darkness on Ruins level B2 is Maios, a mummy wanted by the Elzark Guild for stealing Gauze Wrap from the local merchants. Lure him out by triggering the central wall switch, then pull the bandages off this monster fast (it's less painful that way) to earn your bounty and a new weapon called the *Bear Claw*.

6 AREA MAP:



7 CRIMINALS:

ALL IN THE FAMILY



It's never too late to pull a rotting corpse from the ground, dust it off, and reanimate it.

While the Silver Noah enters Seirya's airspace, the scene shifts to Palencia Hill, where you witness the resurrection of Tosh's father, Monji, at the hands of one of Andel's Necromancers.

Upon landing at the Touvil Quarry, head to the Sabatico Shrine to see Kukuru. After talking to her for the second time, she asks if you'd like to be teleported to Palencia. Make sure you're polite and say the magic word (please) when you agree to go.

EVENT CHECK!

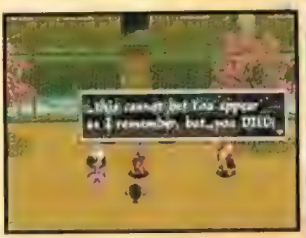
Seirya

Sabatico Shrine

Palencia

As soon as you appear in Palencia, switch characters so that your lead member is Tosh. ***To turn up some useful information, have Tosh speak with the Bartender in the Downtown section of Palencia.*** Once he recognizes you, you learn that Monji, your father, has returned and is working as Andel's muscle. Something must be wrong—your father is dead! No sooner do you step outside, than you see that the bartender spoke the truth. Your father, looking very much alive, is accosting a woman and her child for no apparent reason. When you try to put a stop to Monji's brutality, you only succeed in making it worse! What manner of beast has Monji become?! Your mind still reeling from witnessing his evil deeds—you never see the attack coming. A moment later you're face-down on the ground, bleeding, with the wind completely knocked out of you. As he walks away, Monji calls to you—***When you are ready, we will battle at Palencia Tower***. While it is both frightening and confusing to see a man who was once so focused on protecting the innocent to turn this dark, in his desire to test his skills against his own flesh and blood, Monji has unknowingly done something in your favor...he's given you a way into Palencia Tower—not only do you not have to sneak in, you've been *invited*!

Back aboard the Silver Noah, Tosh decides to go on ahead and face his father alone—even though he knows it to be a *trap*.

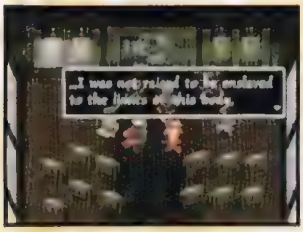


We've secretly switched Tosh's usual brand of tea with LSD. Let's see if he notices...

After the "what" question comes the more prudent "why" question. Let's watch what happens next!

STORYCHECK

DAWN OF THE DAD



"I see you shiver with antici...pation."

Concern for Tosh's safety is expressed by all, but it's Arc who suggests another possible target to Andel's treachery—Touvil. Due to this possibility, Elc chooses to stay behind while the rest of your party follows after Tosh.

After Kukuru sends Tosh on his way, leave the Silver Noah and proceed to Sabatico Shrine, so that you, too, may seek help in returning to Palencia. With your comrade in grave danger going it alone, Kukuru asks you to create a team of four, led by Arc, who will ally with Tosh when they've caught up to him at the tower. Once the team has been formed, she uses her powers to teleport you to Palencia.

EVENT CHECK!

- Silver Noah
- Sabatico Shrine
- Palencia
- Palencia Tower

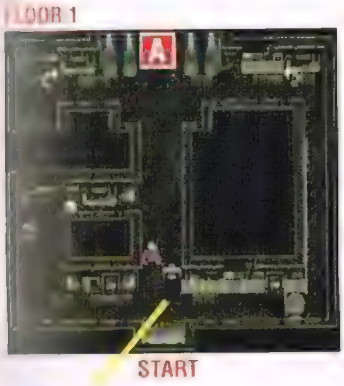
Head south out of town to Palencia Tower once Arc and his team arrives in Palencia.

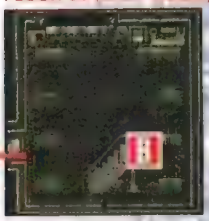
As soon as you enter the tower grounds, the trail of blood and death let you know that you're heading the right way.

High atop the tower, at the airship mooring dock, Andel gives his minion a final warning about not letting Arc and the others escape before he boards the Guist to leave for the next Martyr Tower. Why is it the villain always leaves before the hero is actually done away with?

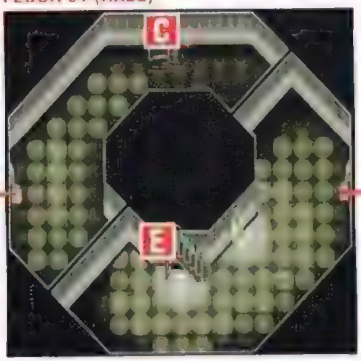
This trail is EASY to follow.

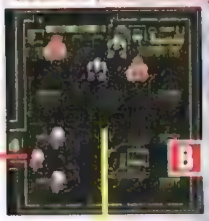
PALENCIA TOWER





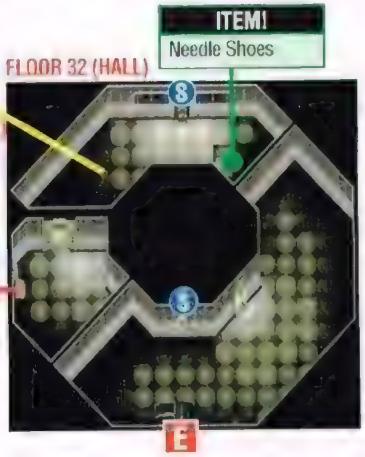
Check1 ⇨ PG. 474





Check2 ⇨ PG. 474

Check3 ⇨ PG. 474



ENEMIES:

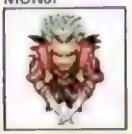
NECROMANCER

FLESH FLICKER

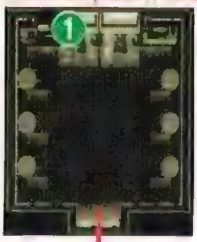
PA-100

PA-200

MONJI

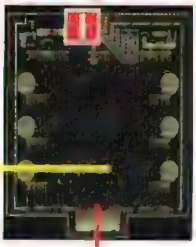


FLOOR 33 (NORTH ROOM)



ITEM!	
1 Magic Gauntlet	2 Bandit Knife
3 Hellfire Flail	4 Crescent Ax
5 Dragon Katana	

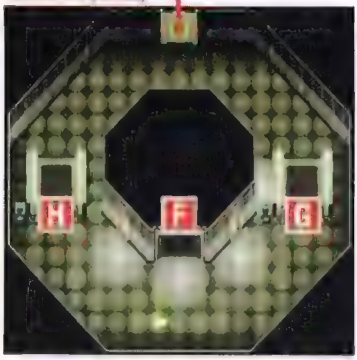
FLOOR 34 (NORTH ROOM)



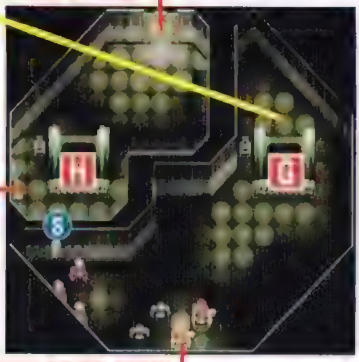
Check5 ⇨ PG. 475

Check4 ⇨ PG. 475

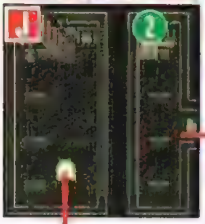
FLOOR 33 (HALL)



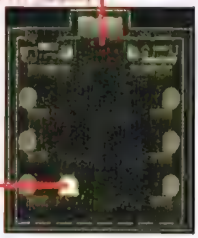
FLOOR 34-HALL



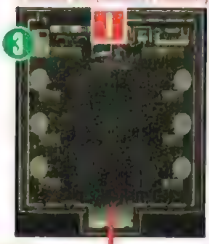
FLOOR 34 (WEST ROOM)



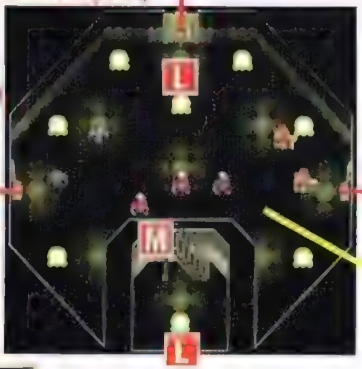
FLOOR 34 (SOUTH ROOM)



FLOOR 35 (NORTH ROOM)

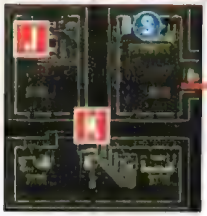


FLOOR 35 (HALL)



FLOOR 35 (EAST ROOM)

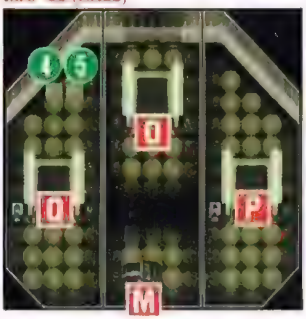
FLOOR 35 (WEST ROOM)



Check6 ⇨ PG. 475

FLOOR 36 (WEST ROOM)

MAP 36 (HALL)



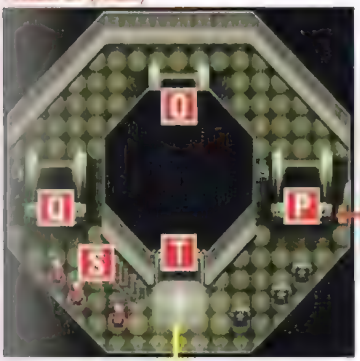
FLOOR 36 (EAST ROOM)

Check7 ⇨PG. 476

FLOOR 100-FIGHT B

Check10 ⇨PG. 479

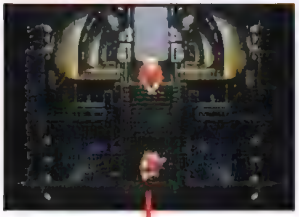
FLOOR 37 (HALL)



FLOOR 37 (EAST ROOM)

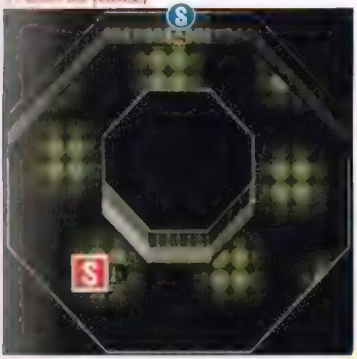
Check8 ⇨PG. 476

FLOOR 100-FIGHT A



FLOOR 100 (HALL)

FLOOR 38 (HALL)



FLOOR 99 (HALL)

Check9 ⇨PG. 478

Check1 ⇨ TOSH MOSH

Meanwhile, many floors below on the entry level of the tower, Arc and the others arrive just in time to save Tosh, who's somehow managed to get himself surrounded and hopelessly outnumbered by Andel's forces.

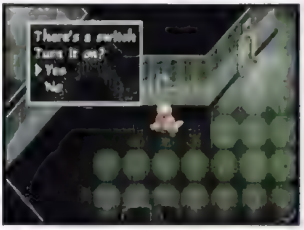
Humbled by his inability to fend off the attackers himself, Tosh apologizes for his stubbornness. After this moment of bonding between friends, pass through the opening at the northern end of the level and ride the elevator to the Thirtieth floor. Shortly after stepping out of the elevator into the hall, you're ambushed once again.

When you're through playing with your new friends, head into the room to the east, and from there make your way up the stairs to the Thirty-First floor.

"It's okay. You're good enough, smart enough, beefy enough, and doggone it, people like you."

Check2 ⇨ UP AND DOWN, BACK AND FORTH

The next set of stairs can be found out in the hall. Once you've climbed them, trigger the switch on the wall across from where you emerged. Turning this switch on will open a locked door on another section of FLOOR 32 (HALL). Since partitions block you from getting to the door from this section of the tower, you'll need to return to the Thirtieth floor. From there, restart your journey upwards by climbing the stairs you previously skipped at the top of the hall, then proceed up the staircases you come to along the western side of the tower until you reach the door you unlocked via the switch.



Go ahead...no one's looking.

Check3 ⇨ ACCESS: ELEVATOR

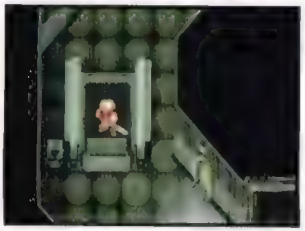
After passing through the now-open door on the Thirty-Second floor, turn on the switch on the device along the northern wall. Activating this switch will give the elevator access to the Thirty-Third floor. Back down you go to the Thirtieth floor, where you'll need to board the elevator and ride to the Thirty-Third floor. A Guardian's Force Fountain awaits once you disembark the elevator in this new section of Palencia Tower.

With your characters now refreshed by way of the fountain (if you wisely used it, that is), take the escalator at the eastern side of the hall to the Thirty-Fourth floor.

"Say, Tosh, why don't we push all the buttons and really screw this elevator up?"

Check4 ⇨ UP THE ESCALATORS

After clearing the room on FLOOR 34 (HALL), trigger the switch on the wall at the southwest side of the room. Doing this will open a locked door on the same floor, but on the west wing of the tower. Ignore the room to the south for now and make your way back down the escalator to the Thirty-Third floor (flip the switch next to the escalator to reverse its direction of travel)—then from there, head up the escalator at the western side of the hall to find the door you just unlocked.

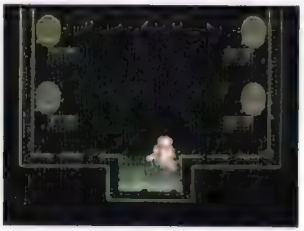


One belt closer to doom.

Check5 ⇨ FUN ON THE 35TH FLOOR

At the back of the room to the north, after passing through the door, you'll find a staircase. Take these stairs to the Thirty-Fifth floor, then head south to the hall on said floor.

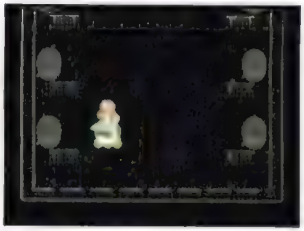
Master the stairs.



What lies ahead? Go ahead, find out. We'll wait.

Check6 ⇨ WARP FACTOR ZERO

Scattered throughout the hall on the Thirty-Fifth floor are seven teleport pads. Stepping onto any of them after the battle will instantly warp you to the staircase in the walled off section to the south (if you use them during the battle, you'll be warped between them at random). Disregard these for now, as the stairs lead to an escalator on the floor above which is presently shut down. Instead, head through the door to the west, and trigger the switch you find on the wall to open the door which connects the other two rooms on this the Thirty-Fifth floor's west wing. With that accomplished, you can head to FLOOR 34 (SOUTH ROOM). From there, step onto the teleport pad at the bottom of the room to be whisked to the west wing of the same floor. Next, take the stairs at the opposite end of the room up to the the Thirty-Fifth floor, and pass through the door you recently opened, continuing upwards to the Thirty-Sixth floor via the staircase in the lower room.



Andel is one crazy architect...

Check7

BWOOP!

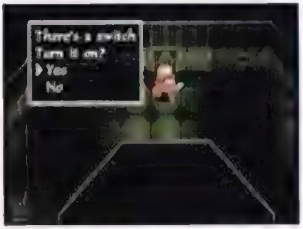
The switch on the wall of the West Room of the Thirty-Sixth floor activates the escalator in the hall of the same floor. So, after turning the switch on, make your way back to the hall on the Thirty-Fifth floor, and then step onto any of the seven teleport pads to reach the walled off area at the bottom. From there, you're just a nearby staircase away from the escalator to floor Thirty-Seven.

Surprising that Arc hasn't suffered from warp sickness yet. He's doing a lot of it lately...

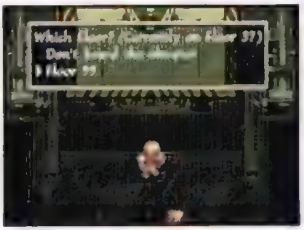
Check8

TO THE MOON!

On FLOOR 37 (HALL), you'll find another elevator—unfortunately, it's currently out of commission. If you feel the need to return to a lower floor, there are a series of escalators starting in the East Room, which lead you to the Thirty-Fifth floor. Otherwise, climb the stairs at the lower portion of the hall and flip the switch at the top of the hall on floor Thirty-Eight. This switch will restore the power to the elevator downstairs, which you can then use to reach the Ninety-Ninth floor.



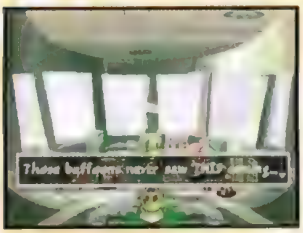
If you don't know what to do here by now, you never will.



Unfortunately, Arc doesn't have the penthouse key.

STORYCHECK

ANDEL MAKES HIS MOVE



Look who's calling someone a buffoon...

While your party's movin' on up, Andel and the crew of the Guist discover the Silver Noah in its berth over at the Touvil Quarry. Just as Arc suspected, Andel plans to attack Touvil and the Sabatico Shrine while he thinks you're otherwise occupied. Little does he know that Ele and his squad are lying in wait for him to make just such a move.

EVENT CHECK!

Guist Airship

Touvil

Silver Noah

Sabatico Shrine

The first step in Andel's evil ploy is to initiate the Chimera control program—the effect of which turns most of the citizens of Touvil into monsters. As one of the unaffected villagers rushes to the cockpit of the Silver Noah to inform you that the Chimera beasts are on their way to the Sabatico Shrine, Ele realizes the obvious a little too late—that more went on with the townsfolk before you rescued them from Palencia Tower than he guessed! Better get to the shrine fast, or they'll be firing up Kukuru kabobs when you get there!

STORYCHECK

COVER KUKURU'S ASSETS!

Yeah, but she's pretty hot in something a little more revealing. Monsters have no taste.

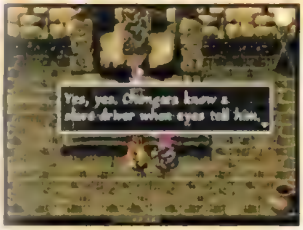
EVENT CHECK!
Sabatico Shrine

Inside her chamber deep within the shrine, news of the Chimera attack reaches the young magic-user. Though it could mean her death, Kukuru stays her ground—for if she leaves, the seal will break and the shrine will certainly fall to Andel. Just as it seems she's run out of options, Elc makes the scene—fashionably late for more of a dramatic effect, of course. After choosing the remaining four members of Elc's team, the battle begins! During this event, you must keep the Chimeras from killing Kukuru. Your best bet for doing this is to surround her with your characters so that the enemies cannot get next to her. If you fail to protect Kukuru, you will be forced to restart the encounter.

ENEMIES:
SACRED DEVIL x4

STORYCHECK

TIME TO FIND ARC



Talking eyeballs is only one of the many things that make Chongara unique.

EVENT CHECK!
Sabatico Shrine

With Kukuru now safe, Elc and the others head off to help Arc and his team.

Aboard the Guist, Andel seems indifferent in regards to the failure of his attempted takeover of the Sabatico Shrine, instead reveling in what he believes he's accomplished at Palencia Tower—the death of Arc! Hey Andel, ever hear that saying, "Don't count your chickens before they hatch"? Or, how about, "never assume, because it makes an ass out of..."? Apparently not, as he then orders his crew to set a course for the next Martyr Tower.

Check9

DIS FUNK SHUN ALL FAMILY

Back inside Palencia Tower, we rejoin our heroes as they emerge from the elevator on the Ninety-Ninth floor. In front of them—the staircase leading to the top floor of the tower. After climbing this last staircase, and taking full advantage of the Guardian's Force Fountain in the hall, enter the door to confront your destiny.

Once inside, Tosh makes out the shadowy figure of his father across the room. One heated exchange later, in which Tosh makes it clear that he knows this man is not the father he once knew, the hot-headed hellion steps forward to demonstrate HIS interpretation of child abuse.

There's at least one triple word score in that sentence. Scrabble fans rejoice!

Monji					
	LEVEL	74	ATTACK:	60	JUMP LEVEL: 3
	RANGE:	5	MAGIC:	20	THROW LEVEL: 3
	HIT POINTS:	182	DEFENSE:	32	COUNTERATTACK LEVEL: 3
	MAGIC POINTS:	99	AGILITY:	18	CATCH LEVEL: 3
	ABILITY:	Toha-zen	ABILITY:	Ouka-raibaku-zen	
	ABILITY:	Shinku-zen	ABILITY:	Jubakuken	
	ABILITY:	Koei-zen	ABILITY:	Monji Slash	
ATTRIBUTE: Fire					
EXP 29600 5920					
GOLD 4440 MOL 7					
EQUIP: Rapier					

Which puts him pretty far down on the list indeed, definitely below Ozzy Osbourne.

STORYCHECK

DEATH OF THE FATHER

Okay, this is pretty sad, so no joke here.

EVENT CHECK!
Palencia Tower

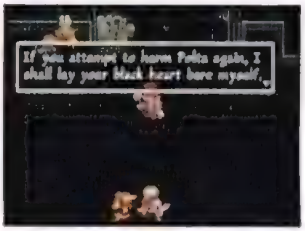
After being bested by Tosh, Monji tries to sway his son to the dark side (tm. Lucasfilm, LTD). When it doesn't work, he attempts to hasten Andel's plan to destroy the tower and everyone in it by drawing forth tremendous amounts of dark power. It's at this point that the true spirit of Monji breaks free... if only to tell Tosh of what he must do to wrestle his father's soul back from the control of the Dark One. And with that, Tosh learns—and then performs—the Monji Slash.

Watching a loved one die is never easy...but to lose the same person twice...and this time by one's own hand...it is a pain not one of your party members envies Tosh for knowing.

Check 10 ➪

ONE LAST FIGHT

While looking for Andel in the dark chamber beyond where Monji fell, you instead find Arc's mother Polta being held prisoner in a containment unit by the Necromancer who commanded Tosh's father to rise from the grave. Just as he begins to 'splain the wicked way in which Andel's backup plan will work, a figure cloaked by the shadows leaps forth and frees Polta from her prison. It's Yoshua! As Arc's father stands watch over his wife, your party seizes this opportunity to stomp a mudhole in Andel's bitches—or should that be *ex*-bitches?



Yeah! You tell 'em!

Tosh lays out the rules of engagement before slicing this joker into oblivion.

STORYCHECK

FAMILY REUNION

Even through all this, Arc never gave up hope.

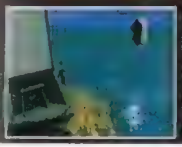
EVENT CHECK!
Palencia Tower

As Yoshua begins to explain how he offered up his life to the Guardians all those years ago, and as such was bestowed the ability to travel throughout time to gather those worthy, the tower begins to give way. With the elevators, escalators and all other possible exits blocked, broken or barred in some way, it seems like all is lost.

Not too far away, in the skies above Palencia, Chongara has a plan!

ANIMECHECK

PALENCIA TOWER



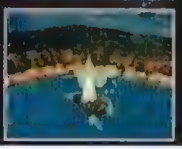
FADE IN ON: EXT. PALENCIA TOWER

WIDE SHOT of PALENCIA TOWER. The CAMERA is positioned just above the town of PALENCIA so that the HOUSES along the shore can be seen. An explosion toward the TOP of the TOWER, and then one around the 30th FLOOR, can be seen.

CUT TO a CLOSE-UP of the BASE of the TOWER. Debris falls into the water.

CUT TO a DISTANT shot of PALENCIA TOWER with the town of PALENCIA in the BACKGROUND. The SILVER NOAH enters the FRAME on the RIGHT. Explosions continue to be seen as it flies toward the back of the TOWER where it can dock.

FADE OUT.



STORYCHECK

CHONGARA TO THE RESCUE

You knew Yoshua wasn't getting on that ship, didn't you? Of course you did!

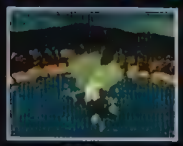
EVENT CHECK!
Palencia Tower

A wall is blown in to the west...Chongara rushes into the tower...everyone out! Not much time! You don't need to tell anyone twice as they beat feet for the Silver Noah outside at the Palencia Tower Mooring Dock.

Moments after passing Polta to safety with Arc, Yoshua stumbles—coughing up a tremendous amount of blood. Time travel has taken its toll on the mere mortal, and though he feels he has no strength left, the pleas from his son drive him to continue on. Just as he's about to climb aboard the Silver Noah, the body of the Necromancer, now possessed by the Dark Spirit of the tower, comes forth onto the dock to stop your escape. Without a moment's hesitation, Yoshua makes the decision to stay behind—hopefully buying the rest time to escape. As Arc's father turns and rushes the beast, he tosses you the very charm which enabled him to leap through time—***Yoshua's Memento***.

ANIMECHECK

PALENCIA TOWER—DESTRUCTION

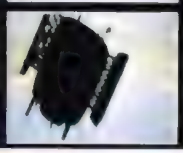


FADE IN ON: EXT. PALENCIA TOWER

WIDE SHOT of PALENCIA TOWER. The town of PALENCIA can be seen in the background. The SILVER NOAH, already in flight, moves behind the TOWER and then races toward the LENS. When the SILVER NOAH picks up speed, the TOWER explodes, flooding the FRAME with WHITE. Only the BLACK silhouette of the SILVER NOAH can be recognized.

SLOWLY FADE from the WHITE back to the view of PALENCIA. THE SILVER NOAH will appear to FLY right into the LENS.

FADE OUT.



STORYCHECK

THE LASS THAT TIME FORGOT

For some reason, Andel says this after he leaks the freak, too. Weird bathroom ritual, huh?

Chongara must have had SOME whacked out dream.

Yep, Arc has hit puberty. Actually, he's been hitting it a few times a day for a while now. Dammit, why'd Kukuru have to be so sexy?

Inside a faraway Tower, Andel relishes the thought that enough negative energy has been collected to unleash the power of the Ark! Soon his Martyr Plan will begin, resulting in the return of the Dark One. Excitement courses through his veins as the Ark then opens...

EVENT CHECK!

Martyr Tower

Sabatico Shrine

Touvil

Touvil Quarry

From her bed in the Sabatico Shrine, Polta calls out in her sleep for Yoshua. As Arc enters the main chamber of the shrine, he sees that everyone has gathered to discuss what must be done to stop Andel once and for all. Seeing the hurt in Arc, Kukuru suggests that he get some rest. Perhaps some time alone will help calm his mind to the harrowing loss of his father, who like Tosh's before, returned to his life just to be snatched away as quickly as he arrived.

Unable to sleep, Arc wanders out of the shrine towards Touvil Quarry. As he is about to enter the Silver Noah, Kukuru catches up to him. The pain of not being able to save his father is weighing heavily on Arc, causing his emotions to run wild, as well as massive self-doubt. If only he could control them as Tosh does... but then, he was brought up differently.

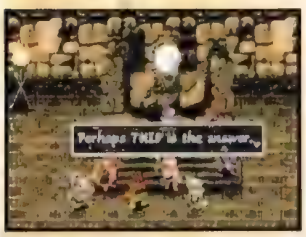
In an attempt to comfort him, Kukuru reminds Arc that she and the others are, and will be, behind him every step of the way. He must continue on... if not for himself, or his friends, then to bring his father's final wish to fruition... that Arc fulfill Yoshua's destiny and finish what both he and the original Seven Braves began so many years ago! That does it. It's those words that make Arc realize that he cannot stop now, not when they're all so close to winning.

Not a moment too soon, Elc arrives at the quarry, interrupting their quality time to tell them that there's trouble back at the shrine!

STORYCHECK

SOMEWHERE IN TIME

It's just a...jump to the left....and then a step to the right.



Put your hands on your hips...and pull your knees in tight.

EVENT CHECK!

Sabatico Shrine

Ancient Shrine

Atop the shrine's altar swirls an ominous mass of energy. Kukuru knows all too well what this means—the seal created long ago by the original Seven Braves to hold the Dark One has been compromised! Drawing forth the Power of Light from within her, Kukuru tries to stop the inevitable. Unsurprisingly, it doesn't work! The darkness is far too strong, and she is knocked to the ground! It'll take the help of a power the likes of which the Ark can bestow in order to prevent the seal from breaking. Since the Ark is now in Andel's possession, Gogen suggests Kukuru's Mirror...if the Mirror were somehow to be energized with the power of the five Guardians, it may be enough to revitalize the seal. Alas, the sad reality is that the Mirror was shattered when Kukuru fell. However, there may be another way...it's then that Arc pulls the charm his father gave him from his pocket. **Yoshua's Memento** enabled Arc's father to travel through time, so it should allow you to do the same. It's decided someone will return to visit the Kukuru of the past and collect the power of the five Guardians within her Mirror. Due to the dangers that you'll face in attempting this, you're prompted to save your game at this point.

Once your progress has been saved, choose the character you wish to have travel to the past. Since you can only select one character, make sure you pick one who is well-rounded—good strength, decent magic and a weapon which inflicts high damage are all things you should take into account before committing to anyone. If you have access to the Romancing Stone, it may be in your best interests to equip it on the character you send once you arrive in the Touvil of the past.

Let's do the Time Warp again!

No she doesn't.

When you've returned to the point in time just prior to the end of the first ***Arc the Lad***, seek out Kukuru at the edge of the cliffs at Touvil Quarry. At first she doesn't know what to think when you mention you're from the future, and that the Dark Seal has almost been breached. After revealing your mission to enlist her aid in collecting the power of the Guardians, Kukuru demands that you leave her alone, then storms off to check on the tower which just rose from the ground nearby—a tower known to you by another name—Sabatico Shrine! Ignoring your pleas to first gain the help of the Guardians, Kukuru dashes into the shrine.

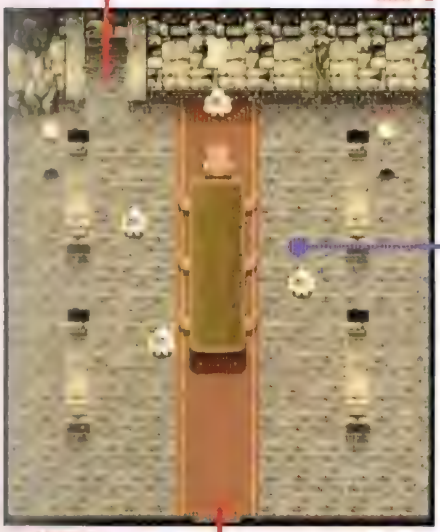
ANCIENT SHRINE

MAP 3

PLAY TIP

Just as it was in the future, the swirling mass of energy is present in front of this shrine's altar. After explaining exactly what it is, Kukuru tries to strengthen the seal—but the power of the Sacred White Clan she wields isn't strong enough! Maybe now Kukuru will listen to you when you explain that it will take gathering the power of the Guardians within the mirror to create a force strong enough to hold the seal in place...

MAP 2

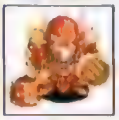


PLAY TIP

After this encounter, Kukuru doesn't even give you the chance to talk; instead she continues on to the altar room.

ENEMIES:

WOLF ZOMBIE x4



SUPER HEMO-JI x4

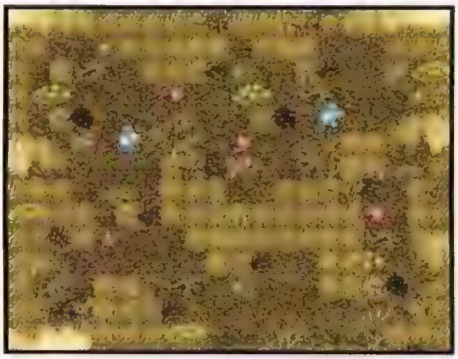
ARMOR EATER x4

MAP 1

PLAY TIP

After plucking the weeds in this first room of the shrine, Kukuru reiterates her desire that you leave her be. When you don't respect her wishes, she runs on to the next room.

COLBO PLAIN

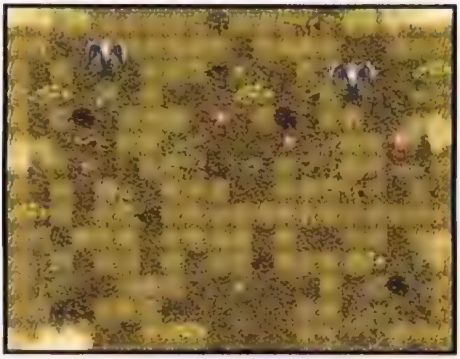


ENEMIES:

DARK FANG x2

ACID SLIME x4

RAUS PLAIN

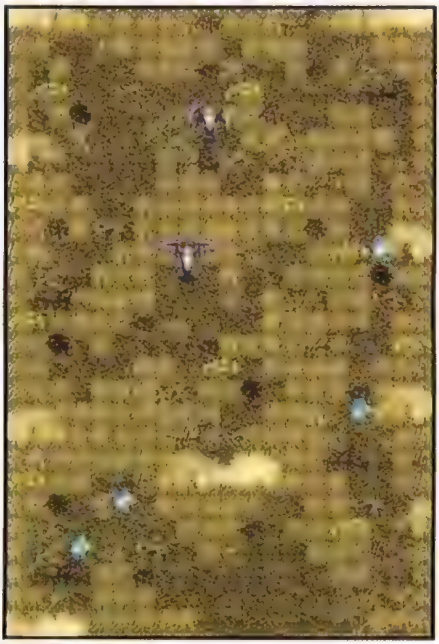


ENEMIES:

DRAGON ZOMBIE x2

ACID SLIME x4

QUINA HILL



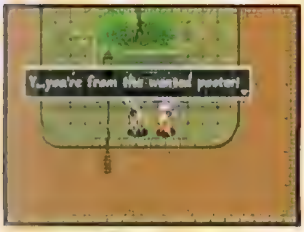
ENEMIES:

DRAGON ZOMBIE x2

DARK FANG x4

STORY CHECK

TONARI NO KUKURU (MY NEIGHBOR KUKURU)



Sometimes fame is a bitch.

Once the two of you have officially joined forces, begin your quest to see each of the five Guardians. Luckily, Kukuru knows the whereabouts of each of them, and therefore she suggests that you start by visiting the Palencia Castle Ruins, home now to the "relocated" Fire Guardian. Before you know it, you're in Palencia—thanks to Kukuru's teleportation skills, that is. Leave town and head towards the Palencia Castle Ruins, located just to the north. If you feel the need to raise Kukuru's level before tackling the castle, there are several battlefields throughout Seirya which you can do this in—they include: Colbo Plain, Raus Plain, and Quina Hill.

EVENT CHECK!

Ancient Shrine

↓

Palencia

↓

Palencia Castle Ruins

↓

Bio Research Lab

When you're finished checking out the local stomping grounds, enter the Palencia Castle Ruins. The soldiers blocking the entrance are no match for Kukuru, who quickly "convinces" them to let you pass. Downstairs in the Basement Warehouse of the Ruins, the battalion of troops still stationed there recognize you as a colleague of Arc's. Chimera Powers Activate! Form of a Chimera...shape of a—Chimera!

Pass through the broken door at the northeast after cleaning house, then hop down the wreckage of the Basement Elevator shaft. A trio of feathery fiends awaits you at the bottom.

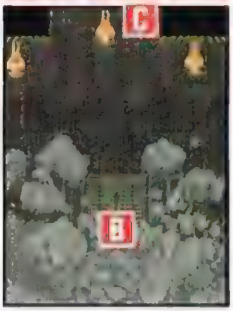
They don't hire guards for Palencia because of their stellar IQ, but these guys at least try to get the job done.

PALENCIA CASTLE RUINS

PALENCIA CASTLE RUINS

BASEMENT WAREHOUSE

BASEMENT ELEVATOR-BOTTOM



BIO RESEARCH LAB

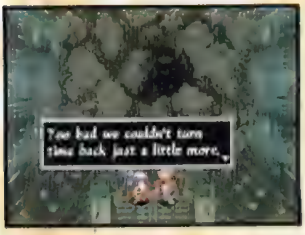
ENEMIES:

BLACK KNIGHT x4

FIRE BIRD x3

STORYCHECK

CHAT IT UP WITH THE FIRE GUARDIAN



Ah, regrets. She's had a few, but only when...there's fluid retention...

Is Kukuru coming onto the Fire Guardian? Seems like a strange kinda high-speak come-hither...

Eleven herbs and spices later and you're on your way north to the Bio Research Lab, where you'll find the Fire Guardian resting in the containment unit at the back of the room.

EVENT CHECK!

Bio Research Lab

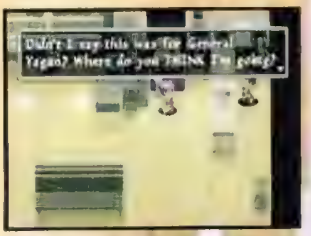
Seirya Skyport

Sensing the urgency of the situation, the Fire Guardian asks what has become of the Ark (the box, not the lad). You tell him of its theft by Andel, and that due to this you'll need to combine HIS powers, along with those of the other four Guardians, within Kukuru's Mirror. Hopefully then, you will have the strength to replenish the seal holding the Dark One. The Fire Guardian informs you that doing such a thing will come at a very high price for Kukuru. The young member of the Sacred White Clan must make a choice—would she dedicate herself for as long as it takes, once the Mirror has been invoked, to keep the seal intact? If that is her destiny, then so be it—a cause as important as the salvation of the entire world is certainly worth giving up one person's freedom for! Kukuru accepts her fate—to stay behind at the shrine once the Mirror has collected the power of all five Guardians, while the others then attempt to accomplish what needs to be done. With that, it's one down, four to go in the "visit the Guardians and get their power" department. On your way out, the Fire Guardian reminds you that the Mirror will only be a temporary fix—you'll need the Ark itself to seal the Dark One away permanently.

Greyshinne, Alatos, Niedel, and Zariban... those are the lands where the four remaining Guardians dwell. Since Kukuru's magic isn't strong enough to teleport you intercontinentally, you'll need the aid of an airship—but how to get one? Hmmm...

Back out on the Seiryan World Map, make your way to the Seirya Skyport.

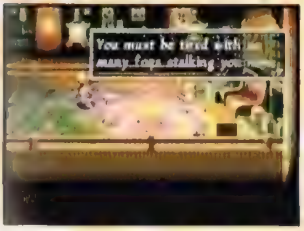
It's deja vu all over again as Kukuru, her identity concealed beneath an all-encompassing coat, sneaks you, hidden inside a large crate, past the patrolling guards and into the storage hold of a Romalian Battleship destined for Greyshinne.



"Well, Yagun can eat a LOT, but I've never seen him order a CRATE of food..."

STORYCHECK

SPIRITED AWAY



A sympathetic voice from behind the mask.

Upon landing in Iga's homeland, head directly for the top of Amaidar Mountain. At the entrance, you're turned away by a group of monks who tell you that the mountain has been sealed. To learn more about this matter, and whether or not there is a way to break the seal, proceed to the Amaidar Temple to speak with the rest of the monks. Amidst your discussions with those in charge, you come to find that the reason for the seal is that intruders, namely the ghosts of the monks who were killed within the walls of this place of worship during the time of the evil Archmonk, have come back seeking revenge.

EVENT CHECK!

Greyshinne Skyport

Amaidar Mountain

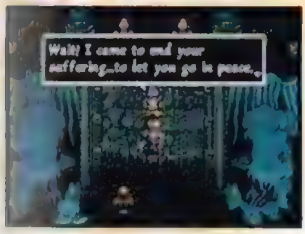
Amaidar Temple

ENEMIES:

NOXIOUS ODOR x4

STORYCHECK

A LITTLE SOUL STIRRING



Kukuru tries to explain that she's brought laxatives to ease their constipation, but...

After the battle, down in the Archmonk's Chamber, you discover that the place of origin for these spirits is the very area you need to visit—Amaidar Mountain! A deal is soon struck...you'll attempt to quell the souls of those turned evil by Andel, if the monks break the seal.

EVENT CHECK!

Amaidar Temple

Amaidar Mountain

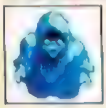
Leave the temple and climb the long stairs to the top of the mountain. With the seal broken, you're able to enter the altar grounds. You don't get far before you're surrounded by those who would bring death upon anyone who they think betrayed them. It falls on deaf ears when you try to explain to the spirits that it was not their brethren who conspired to do them ill. Their minds are made up—anything containing the spark of life is now their enemy.

FIRST BATTLE

ENEMIES:

SPECTRE x2

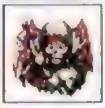
BLUE PHANTOM x2



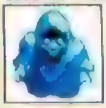
SECOND BATTLE

ENEMIES:

DEATH PRIEST x1



BLUE PHANTOM x2

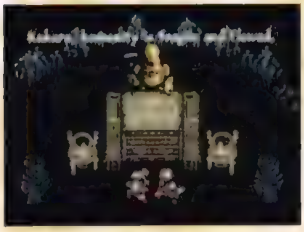


RED PHANTOM x2

Unfortunately, since the ghosts of the Amaidar Monks would not listen to reason, you are left with no choice but to destroy them. When you approach the altar, Kukuru senses something... evil. At this point, the being commanding the spirits of the deceased monks shows itself — and it's not alone! This new foe claims he was the one sent to destroy Amaidar, and that the evil Archmonk was merely an underling of his, one of considerably less power! It's now time to put up or shut up!

STORYCHECK

IT'S THE EARTH GUARDIAN



"And yet, we still like to give them powers that they can use to screw things up royally..."

Once the Death Priest has been done away with, and the restless souls of the remaining monks have been put at ease, the Earth Guardian appears. For your help in showing the monks the error of their ways, he is most grateful. After giving you a brief history lesson on the Dark One you seek to stop, the Earth Guardian then adds his power to that of the Fire Guardian's within your Mirror.

EVENT CHECK!

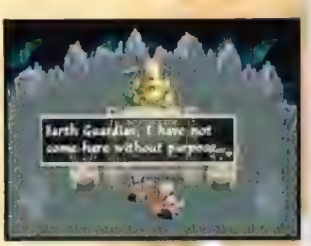
Amaidar Mountain

Amaidar Temple

Greyshinne Skyport

On your way down the mountain, you stop to relate recent events to the monks of the Amaidar Temple. Once you've finished there, you're free to leave the country. Before heading back to the Skyport, if the desire strikes to raise your or Kukuru's level, know that along with the Greyshinne Sealed Ruins (which at this point do not contain any treasures; Diekbeck's Power Units are embedded in the walls of the proper floors within the Ruins, but you cannot wrench them free), the usual battlefields riddle the countryside.

When you're ready, enter the Greyshinne Skyport and jump on an airship heading for Niedel.



Kukuru then goes on to explain the rules of the Arc the Lad drinking game...

STORY CHECK KUKURU OF THE VALLEY OF THE WIND

It only gets stranger as it becomes obvious that EVERYONE in the town is a statue!

Head south from the Niedel Skyport to Misro (not exactly a hard decision to make since there's nowhere else to go). Once inside this quaint little town, you find that its inhabitants have all been turned to stone. You must now do your best to return them to flesh and blood. The **Restart** option (located on the Menu screen) will now become available to you, in case you accidentally *push* any of the citizens into a spot which you wish you hadn't.

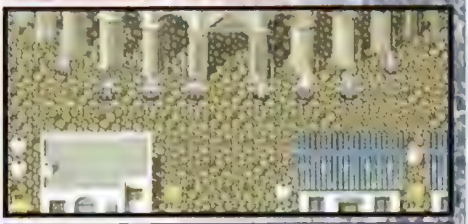
EVENT CHECK!
Niedel Skyport
Misro

While looking for a way to help the people of Misro, a locked chest can be found in front of the houses at the northeast corner of town. Inscribed on the chest is a clue which mentions something about "people circling the Arena". It seems that the chest will open only if you push eight of the ten stone citizens into specific positions around the Arena. The positions you must place them in are just in front of all but two of the numerous pillars supporting the Arena. Don't forget to push each of them *against* their proper pillar, or they won't "click" into place! In front of each pillar is a clue about which statue needs to go there.

Search in front of each pillar to read the clues about who goes where.

MISRO

FINAL LOCATION OF THE STATUES



1st Pillar	Skip/Not necessary
2nd Pillar	Young girl (A) in front of the shop
3rd Pillar	Man (B) at the town's entrance, or similar man in front of the shop
4th Pillar	Old woman (C) in robes in front of the house to the west of the Inn
5th Pillar	Man (D) at the entrance of the Arena
6th Pillar	Woman (E) in front of the Bar, or same woman in front of the shop
7th Pillar	Old man (F) at the northwest house
8th Pillar	Woman (G) at the northwest house
9th Pillar	Boy (H) at the western side of the Arena
10th Pillar	Skip/Not necessary

ITEM!
1 Super Boots | 2 Dark Mask

MONSTERS IN THE ARENA

All that work for a Mask?

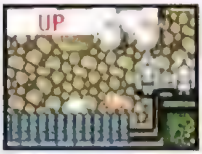
After what you went through with the locked chest, opening the next chest, found between the shop and the house to the northwest, should be a piece of cake. To do so, begin by pushing the solidified townsfolk in such a way that you can reach the house to the northwest, then enter it. Upon coming back out of the house, the statues will have reset to their original positions, so all you need to do is push the old man to the east so he ends up against the little girl, thus allowing you passage to the chest.

EVENT CHECK!

Misro

Northeast House

Niedel Arena Courtyard



(Statues will have reset here.)

A little girl is crying inside the first house of the two at the northeast corner of town. She says that a monster hiding in the Arena has turned everyone to stone. In order to stop her tears, you allow her to come along while you search the Arena.

A touching moment demonstrating the family-shattering effects of illicit plaster use.

ARENA—BATTLE ONE

ENEMIES:

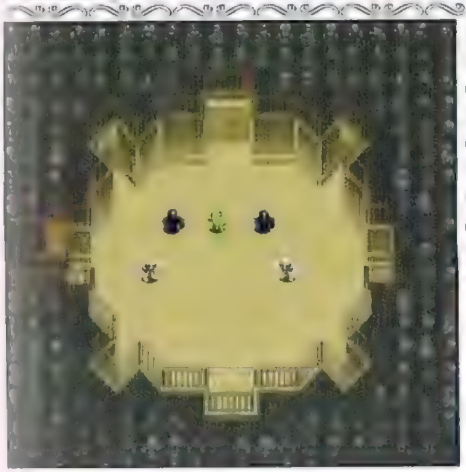
BLACK SKELETON x2

SKELETON KNIGHT x2

Over at the Arena Courtyard, the doors to the Arena itself swing open, and a voice calls out...welcoming you! Kukuru steps forth alone, asking that you stay behind in the Courtyard to watch over the child. Just as you suspected—it's a trap!

For this battle, Kukuru may stand a better chance of surviving if you back her into a corner, thus preventing the enemy from completely surrounding her. Also, don't forget to put her Divine Judgment spell to good use against these undead foes (if you have access to it).

ARENA—BATTLE TWO



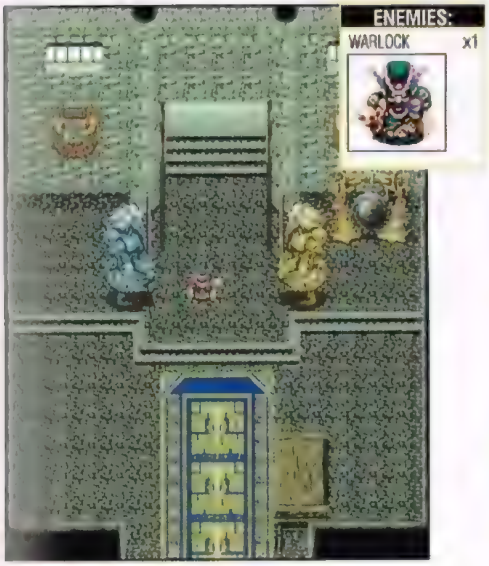
After winning the first round of this competition from beyond the grave, one of the challengers for round two enters the Arena! Kukuru's main opponent this time? A Demi-Ogre who claims to be the one who turned the entire village to stone in order to keep them from finding the Wind Orb. Sorry to rain on your parade, little man, but the Wind Orb was destroyed long ago (as witnessed in ***Arc the Lad***). After a round of mocking, round two gets underway. For this battle, it's probably in your best interests to use the same strategy you did during round one.

ENEMIES:

DEMI-OGRE x1 | BLACK SKELETON x2 | SKELETON KNIGHT x2

ARENA—BATTLE THREE

As soon as the victorious Kukuru steps out of the Arena and back into the Courtyard, the "little girl" shows "her" true face (gee, who didn't see that coming?). The Warlock demands that you hand over the Wind Orb, which it thinks you have possession of. Instead of wasting your breath, you teach the fool a lesson with your fists.



ENEMIES:

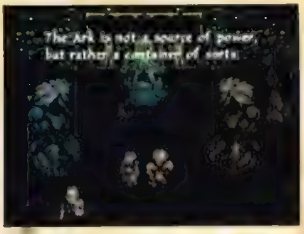
WARLOCK x1

STORYCHECK

THE WIND GUARDIAN

With only one enemy against both of your party members, this final encounter in Misro ends quickly, after which the townsfolk return to normal, and the Wind Guardian makes an appearance. Telling the Guardian of your need to strengthen the seal on the Dark One results in him tossing his power into the mix without hesitation. Your task is now more than halfway complete—two more Guardians and Kukuru's Mirror will be ready.

With time quickly running out, leave Misro and hop the next flight to Alatos by way of the Niedel Skyport.



The Wind Guardian lays down some more cool spirit-babble.

WHISPER OF THE HEART

Kukuru calls on the keen powers of perception granted to all descendants of the Clan of White.

Once you've touched down in Alatos, take a short walk to the east and enter the Azenda Highland. This particular retrieval task will be ick-ceptionally interesting only in that you can do something that clearly crosses the bounds of good taste, morals, *and* judgment at the same time. A rare opportunity indeed, and it's totally optional, so pay close attention in these upcoming sections!

EVENT CHECK!

Alatos Skyport

Azenda Highland

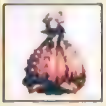
AZENDA HIGHLAND

After battling your way past the enemies here, you discover a broken-down Golem blocking the entrance to the Light Guardian's chamber. When Kukuru asks whether you think taking a swing at it is worth a try, answer ***No*** to prompt Kukuru to suggest climbing back up the rope that got you in the cave, and trying the town of Gazalla to the north for more information on how to move the Golem. Choosing ***Yes*** will get you the same eventual outcome, but you'll first have to attack the Golem several times.

ENEMIES:

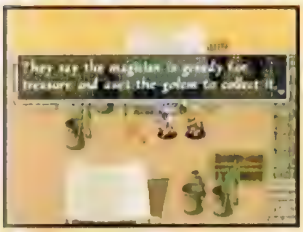
SUPER HEMO-JI x2

SWORD EATER x2



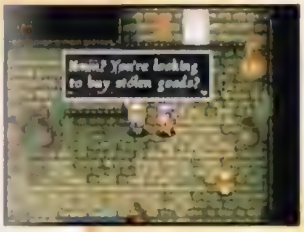
STORYCHECK

THE MAGIC MAN



Well, you can't fault the geezer for being ambitious!

Kukuru momentarily loses her composure and speaks her mind.



A loaded question, that's for certain, but this is the guy you need to send you on your way.

Fortunately, he's fresh out of studded goth dog collars.

EVENT CHECK!

Gazalla

Gazalla Inn

Gazalla Bar

Doctor's House

In Gazalla, from the man in front of the tent to the south of the Inn, you learn that an old magician controls the Golem. Though the magician is staying just across the way at the Inn, it will take more than simply asking him to get what you want—or so you're told.

Inside the room to the far right at the Inn you'll find a bedridden old man. This is the magician who controls the Golem. Unfortunately, he isn't exactly receptive to your request of moving his pet so you can get by. Maybe it's because he's hurt, or perhaps he is as stubborn as the merchant outside told you... either way, your task is now to find a way to sway his not-so-feeble mind to your way of thinking.

Over at the Gazalla Bar, a patron tells you that when the old man's wife passed, he seemed to give up all hope. It wasn't long after that he sustained his life-threatening injury. To this, another mentions that if you'd like to know more about the old man's condition, you should talk to the doctor in the house to the southeast.

When you pay the doctor a visit, he gives you some medicine to bring to the old man. Upon bringing it to him at the Inn, you come to find that his wife is buried at the Azenda Highland. That is why he wishes to keep the Golem there—so no one can disturb her final resting place. He strikes a deal with you...if you can retrieve the necklace which was stolen from his wife just before she passed, the Golem shall be moved. The best clue towards reaching your goal can be had by talking to the man standing just outside the old man's room, who directs you towards the shop when you ask where one might find "stolen goods". Leave the Inn to begin your search for the necklace.

Make your way to the Gazalla Shop and speak to the man with the green napsack dressed in tattered clothing near the shelves at the top-left. After dropping some obvious hints that you're in the "market" for a necklace, the man finally catches on. He then shows you the only necklace he has on him—luckily, as you can tell by the name etched into the beads, it's the one you're looking for! The price is a little too high, though. Through Kukuru's superior skills, you're able to knock the price down exactly zero Goz—okay, so her haggling skills need a little work. After choosing to ***Buy*** the necklace from the wandering merchant (and secretly resolving to teach Kukuru to haggle), return to the old man at the Inn so you can give him the jewelry.

STORYCHECK

BRING OUT YOUR DEAD

Okay this level of detail was a little too icky. But just wait, it can get worse...

EVENT CHECK!

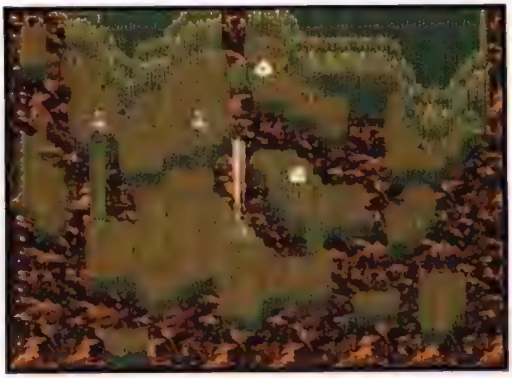
Gazalla

Azenda Highland

Tragically, you're too late—the old man has left this plane of existence to reunite with his wife. A book containing his final words lies atop him. In it he's written of how he commanded the Golem to move for you before his passing, as well as one last request—that should you find the necklace, you place it upon his wife's grave. You'll do him one better...and with that you go above and beyond the call of duty and hoist his corpse from the bed so that you may bury him beside his wife at the Azenda Highland. Together shall this couple be, for all of time.

Once you've left Gazalla, return to the Azenda Highland.

AZENDA HIGHLAND



ENEMIES:

SUPER HEMO-JI x2

SWORD EATER x2

This time, after fighting your way past the creatures who dwell here, there is no Golem to impede your progress, and you're able to gain access to the Light Guardian.

STORYCHECK

PUT THE OLD MAN TO REST

Such a sweet outcome for a bitter-sweet chapter in the old man's life.

EVENT CHECK!

Azenda Highland

Alatos Skyport

After putting the old man to rest next to his wife, with the Golem standing guard next to the grave to forever watch over the sanctity of those entombed, Kukuru places the necklace on the site.

At the nearby cliff's edge, the Light Guardian appears. As was the case with the Wind Guardian before, it takes but a second to convince the Light Guardian to charge Kukuru's Mirror with his powers. With a warning that if the Dark One is revived, the whole of humanity will come to an end, you take your leave.

Four down, one to go! If you crave the excitement of further bloodshed, both the Sealed and Forbidden Ruins await. If not, return to the Alatos Skyport so you can depart for the final stop on your whirlwind tour of the lands of the five Guardians—Zariban.

SECRETCHECK

NO REST FOR THE WICKED

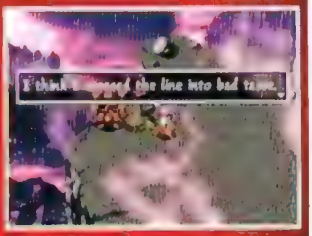
You *should* leave it a sacred place but will you?

After meeting with the Light Guardian, Kukuru and her companion will be positioned just outside of Asenda Highland. To take a really sick detour in the story, you can re-enter Asenda Highland and traipse back to the grave you just patted down with the old magician, and hit wife's precious necklace and do something clearly in bad taste.

If you choose to enter the Asenda Highland again, you'll have to fight your way past Super Ninja-jin and Sword Eaters. Once this is done, exit this area and go to the grave. Now, for the really creepy part, walk up to the grave and press the search button. You'll be given the following options: ***Dig it up*** and ***Leave it***

Yes, it's giving you the opportunity to do what you think it is! If you choose ***Dig it up***, Kukuru will dig up the necklace you buried with the old fart's sweet wife. Choose to do this and the **Engraved Necklace** will be added to your inventory. After the fact, and maybe a little too late, Kukuru mentions that she may have crossed the line into bad taste. Uh, yeah.

This necklace is one of the few cursed items in the whole game—it should be clear what you've done to get it! Whenever this is equipped, this hero will feel really dirty and unwholesome for some time to come.



Think? No, you *definitely* crossed a line here. Why not just urinate on the grave while you're at it?

VOICES X

KEN INNES IV—PROGRAMMER, WORKING DESIGNS, INC.

What else kept you busy during Arc's localization?

While sorting out all the files, we would send out any documentation files we found to be translated, but none were that helpful. There was never any file that gave an entire overview of the build process or project structure. For the comments found in the source code, we would write a script to extract them, translate them using a program called Atlas, and then write another script to put them back. The translations were nowhere near as good as they would have been with a human translation, but they got the job done.

Once each game was up and running, altering them to run in English was a simple process. The next major hurdle was reducing the amount of memory the game currently required, so that we could write full-length sentences and add new features. Many techniques were used to reduce memory, including text compression, source code optimization, and reducing statically defined buffer sizes. After getting back as much memory as we could, we were able to add a lot of nice changes, such as analog support, DUALSHOCK® support, and 24-bit (as opposed to 16-bit) full motion video playback.

By this point in each of the games, there weren't too many problems. Bugs would be introduced by changes that were made, but they were taken care of fairly easily. We did occasionally encounter bugs that also happened on the original Japanese discs, however, and those took a lot of time and effort to track down and correct. The worst bug we had was a lockup that only occurred on a certain model of PlayStation. That took several weeks and a lot of headaches before we got it ironed out, since it wouldn't happen on the development system where we could take a snapshot of what was happening inside the machine. We had to burn a CD every time we wanted to test another theory as to how to fix it. Really, really annoying, but we got it fixed in the end.

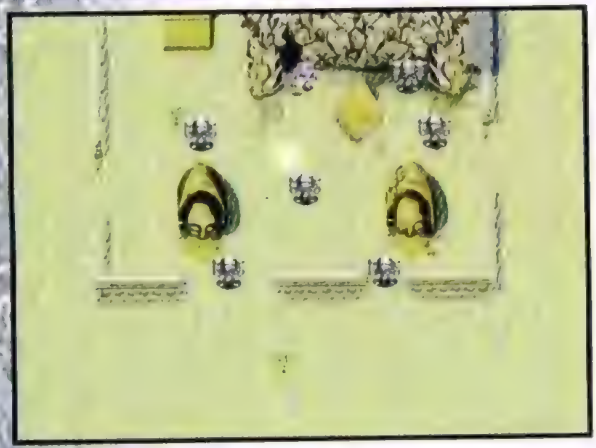
UMI KUKURU KIKOERU (KUKURU CAN HEAR THE SEA)

Translation? "We're screwed. I hope we can make this problem go away."

The Zariban Skyport is but a stone's throw from the Water Shrine to the south, your first destination upon arriving in this parched land.

EVENT CHECK!
Zariban Skyport
Water Shrine

WATER SHRINE



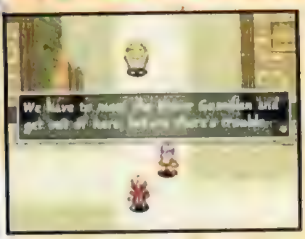
Before you can even get close to the shrine, a welcoming party is waiting for you.

ENEMIES:
GOLEM MASTER x1 IRON GOLEM x6

After the battle, an invisible barrier acts like a sliding glass door that you didn't know was closed when Kukuru tries to enter the chamber of the Water Guardian. CLUNK!!! That's gonna leave a mark!

STORYCHECK

HEAD OVER TO EL ZARK



Sounds like a plan easier said than done.

Elzark may not be what you'd think of as a thriving metropolis, but seeing how its population is the highest in the area, it should be your best bet for finding information on how to get past the barrier.

EVENT CHECK!
Water Shrine
Elzark

Your enthusiasm turns to shock when you see that Romalian soldiers are turning Elzark inside out in their search for Power Stones. You'd better find a way to shut down the barrier fast, before your luck runs out.

STORYCHECK

COPS: ELZARK

Ya gotta love Kukuru's attitude in the face of adversity.

When you enter the Elzark Hunters' Guild your luck does just that—run out! Two soldiers recognize you as having been involved in the the King's death (or so they say). Exit, stage right!

A voice calls out to you as soon as you're outside the Guild, "Come this way! Hurry!" After skedaddling your way over to the Inn, you're hustled into the room at the end of the hall on the first floor, where your mysterious savior reveals his identity to you. He is none other than a member of the Saryu Tribe, thought to be all but gone from this region. Once Kukuru and the tribesman are finished getting reacquainted (they met in ***Arc the Lad***), you learn of the Romalian military's mad desire for power, both from the stones and the Water Guardian. Though he raised the barrier at the shrine, it'll only be a matter of time before the army breaks through. Since the troops have left for the shrine, the race is now on—it's you against the Romalians, to see who will be able to lay claim to the power of the Water Guardian first.

EVENT CHECK!

Elzark

Saryu Tribe Ruins

After leaving Elzark, though there are numerous locations for you to explore, many with encounters you could fight to strengthen your small party, make your way to the Saryu Tribe Ruins. It's here, deep at the bottom of a forgotten well, that the tribesman has hidden the key which will lower the barrier at the Water Shrine. Moments after retrieving it, an Ark Ghoul on the Romalian payroll appears. He must have followed you into the ruins! When it's clear that you won't hand over the key, he—and the rest of his goon squad—attempts to take it by force. During this encounter, concentrate your efforts on wiping out the three Ark Ghouls while the Dwarfs make their way toward your position on the battlefield—otherwise you may find yourself overwhelmed by the large number of foes.

Ark Ghouls really don't have a high opinion of humans. Maybe they're teachers in disguise?

SARYU TRIBE RUINS

ENEMIES:

ARK GHOUL x3

DWARF x4

STORYCHECK

THE ODDS ARE AGAINST YOU

Kukuru's just embarrassed that they fell for the trap.

Severely outnumbered though you were, once the battle has ended in your favor and the key is in your hand, exit the ruins and head to the Water Shrine. Little do your characters know that they're still being followed.

EVENT CHECK!
Saryu Tribe Ruins
Water Shrine

There's something different between your recent visit to the Water Shrine and this one. Gone are the Iron Golems and their Master, instead replaced by Romalian soldiers. You gotta give 'em credit; "letting" you get the key, since they couldn't find it, was pretty ingenious... Either that or you deserve a big ol' boot in the ass for falling into such an obvious trap! D'oh!!!

WATER SHRINE

Once again, when you don't give in to their demands, it's Chimeras-a-Poppin'! Ahh, there are your old friends...the Golems and their Master. Remember, since you just came from another battle over at the Saryu Tribe Ruins, your characters may be injured, so don't forget to toss a Cure spell if you need it.

One victory against the Romalian troops later, the Saryu tribesman uses the key to deactivate the barrier.

ENEMIES:

GOLEM MASTER x1

IRON GOLEM x6

STORYCHECK

WATER GUARDIAN REDUX

Well, uh...no.

Inside the chamber of the Water Guardian, Kukuru gets quite the surprise when she tries to call forth the last of the five Guardians. Even more shocking (at least to your enemy) is the fact that the Ark Ghoul's plans are laid to waste in the blink of an eye—by the very entity it seeks to destroy! Following her explanation as to why she's returned, Kukuru collects the final installment of power she needs to fully charge the Mirror. It should now be strong enough to hold back the Dark One until Arc and the others can find a way to stop him permanently. Before you leave, the Water Guardian informs you that he and the other Guardians are all working diligently to maintain the balance of nature, but because of this they are growing ever weaker. If the time should come where they cannot reveal themselves to you, know that the destiny of the world lies with you—so for as long as your party lives on, there is hope.

EVENT CHECK!
Water Shrine
Zariban Skyport

At this point, the Saryu tribesman suggests that you make good your escape before reinforcements arrive. Taking his warning to heart, head back to the Zariban Skyport, and from there, stow away aboard the ship whose course is set for Seirya.

STORYCHECK KUKU'S DELIVERY SERVICE

Palencia must be a really weird place, because that cliff jutting out of the ground really didn't freak anyone.

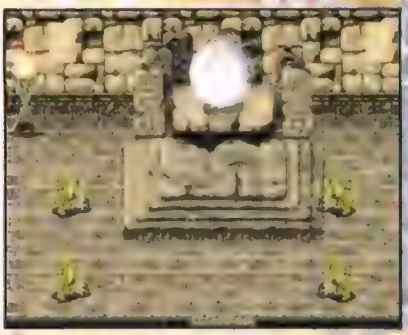
Before returning to Seirya, make sure Kukuru is between, say, levels sixty and sixty-five. You'll thank us for this advice later.

EVENT CHECK!
Seirya Skyport
Palencia
Touvil
Ancient Shrine

Once you've come full circle and you're back in Seirya, enter Palencia to witness Andel's departure for Touvil. He's on his way to the Ancient Shrine! You've got to get back there fast—hopefully before the Minister. Tell Kukuru ***Sure***, when she asks if you're ready to return to Touvil.

In no time at all you're back in Arc's hometown—but Andel has beaten you to the punch. Quickly make your way inside the Ancient Shrine. As you approach the altar room, you overhear the Minister gloating about the two towers he's constructing, one to the north and one to the south. Without further ado, you burst into the room to give him a piece of your mind—and hopefully make use of your Mirror too! Problem is, the Minister doesn't care for your tone and Chimera-fies his guards. Then, in the grand tradition of stupid villains, Andel once again (actually, since you're in the past, this technically is the first time he's done it) leaves after ordering your death, but before making sure the task is fully carried out.

ENEMIES:
KOBOLD x4



STORYCHECK BACK TO THE FUTURE

If this doesn't work, the future's gonna be a really nasty place.

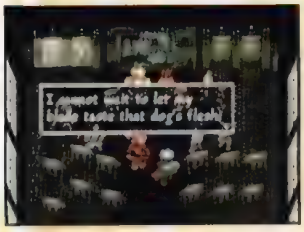
When the room is finally Kobold-free, Kukuru raises her Mirror into the air to try and strengthen the seal on the Dark One...*it works*! But remember, this is the past...will the seal still be intact once you return to your friends?!? You'll soon find out, for Kukuru then uses **Yoshua's Memento** to send you forward in time (if **Yoshua's Memento** was in your inventory at this point, it will remain behind with Kukuru as soon as you leave—if you'd like to keep it, you must have previously equipped it on the character you traveled to the past with).

EVENT CHECK!
Ancient Shrine
Sabatico Shrine

The Kukuru of the present greets you with good news upon your arrival—you were successful—it held! She then tells you to meet with the others aboard the Silver Noah, to share with them the secrets you were able to uncover during your trip.

STORYCHECK

POLAR OPPOSITES



Tosh always thinks of his blade first. They have a very intimate and loving relationship.

Over at the Touvil Quarry, Chopin lets you know that everyone's waiting for you in the Operations Room of the Silver Noah.

EVENT CHECK!

Touvil

Touvil Quarry

Silver Noah

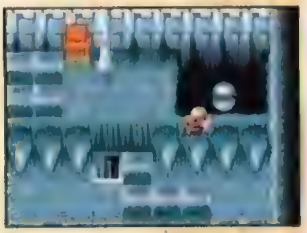
Operations Room

North Tower

South Tower

Inside, Arc fills the rest of your team in on what you found out while visiting the past—that the towers to the north and south are the true Martyr Towers...the others were merely conduits through which negative energy could be collected. With Andel now known to be within one of these towers, your goal of finding him and putting an end to this madness once and for all seems attainable for the first time. To both hasten your plan, and ensure that Andel does not catch wind of your intent should you choose to assault the wrong tower first, you divide into two teams. Doing this enables you to corner the miserable S.O.B. by storming both towers at once.

It's decided that Arc will lead the team heading to the North Tower, while Elc takes the reins and leads the team covering the tower to the south. At this point, you're asked to choose the remaining four members of Arc's team, followed by the four who shall go with Elc. When you're through making your selections, Arc will ask ***Are you certain?*** Answer ***Yes*** if you're sure the teams you've chosen are appropriate. If you feel uncomfortable with any of the choices you made in selecting the teams, instead tell Arc "***No***", to be given the opportunity to select both teams over again. Once the teams are finalized, it's off to the Martyr Towers!



The towers can be a little tricky, so be careful. Passages and triggers can be found in unlikely places.

Out in the field, Arc and his band of merry men arrive at the North Tower. Shortly thereafter, Elc and the others hit the South Tower.

Maybe the fact that it's *floating* should be a tip-off that it does something special.

After overcoming a small obstacle, which demonstrates the theory, "for every action there is an equal, yet opposite, reaction", both teams are able to begin their advance through the Martyr Towers (when leaving either tower at this point, and attempting to join the two teams up, a prompt will appear that sends you to Kukuru at the Sabatico Shrine... from there you'll be asked to create two new teams).

SOUTH TOWER

First, the South—Elc's squad has no choice but to proceed up the lone set of stairs at the rear. These lead to the second floor, where towards the center you'll find an area so slippery that as soon as you hit it, you begin sliding across it in whichever direction you were walking, until you reach a normal patch of floor or bump into something solid. To open the treasure chest on this floor you'll have to do a bit of skating between the various stalagmites and walls of the center area. Start by standing as far east as you can in the upper portion of the room (next to the two stalagmites), then walk south so you slide into a stalagmite, then east into the wall, north to hit another stalagmite, followed by west to slide into the chest.

Considering what Elc's been through, it's amazing he thought that was really weird at all.

After getting the Fang weapon from the chest, skate over to the southern portion of the room and take the stairs to the third floor. Upon finding your way blocked by one hell of an enormous chunk of translucent ice, return to the second floor and check out the gray ball floating towards the western side of the slippery patch (to reach it, position yourself against the northernmost edge of the western wall within the icy section, then slide east). Inspecting these large floating balls, which you will encounter every so often, causes the action to shift to that of your other team—so in this case, you now take control of Arc and his crew over in the North Tower.

Uh, snow cones, anyone?

ITEM!

1 IceGrizzle Fang

SOUTH TOWER—MAP 1

START

SOUTH TOWER—MAP 2

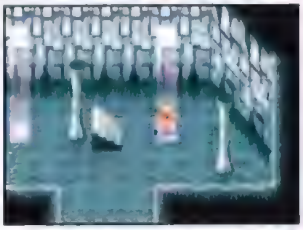
SOUTH TOWER—MAP 3

NORTH TOWER

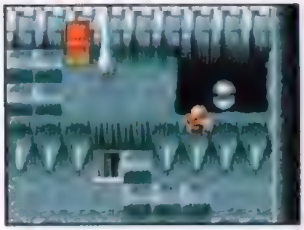
After taking control of Arc, head this new team up the stairs to the second floor. When you can, flip the switch on the second floor to the on position to drop several ice stalactites beneath the large floating ball at the northeast. This makes it so that you can reach the ball once you have access to the area with the treasure chest. With that accomplished, take the stairs at the southeast to the third floor.

Turning the switch on the third floor on also drops several stalactites—this set falling just behind you into the large gap in the center of the area. The landing place for these stalactites just happens to be next to the northern ledge of the floor below, and due to this, a makeshift bridge is created which allows you to reach the previously inaccessible treasure chest area. Since a large block of ice prevents you from progressing past the third floor at this time, you may as well head back downstairs to see what's in the chest.

After getting the item from the chest on the second floor, inspect the nearby floating ball to switch back to Elc's team.



This place is beautiful. Too bad it's a monument to Andel's greed and ambition...



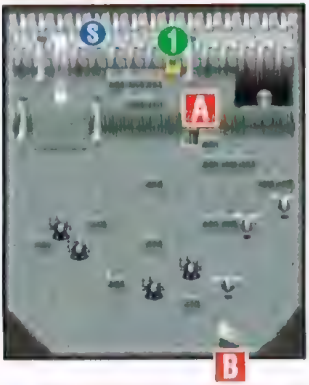
Tag team exploration made possible by floating balls.

ITEM!
1 Dragon Scale

NORTH TOWER—MAP 1

START

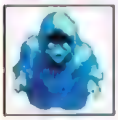
NORTH TOWER—MAP 2



NORTH TOWER—MAP 3

ENEMIES:

BLUE PHANTOM



FROST GIANT

ICE DEVIL

ICE FLY

SOUTH TOWER

The large ice block, which previously impeded Ele's progress on the third floor of the South Tower, vanishes once you rejoin them. Hmmm...now that the ice has been dealt with, a new dilemma arises... which staircase to climb?

The bottom staircase ("D") against the western wall will take you to a section of the floor above where you can reach the treasure chest to the southwest. To do this, after you appear on the fourth floor and are automatically sent sliding to the east, walk south to slide into the southern wall, then west to hit a stalagmite, north to another stalagmite, then finally west to the area with the chest.

Sliding toward a date with *destiny!*

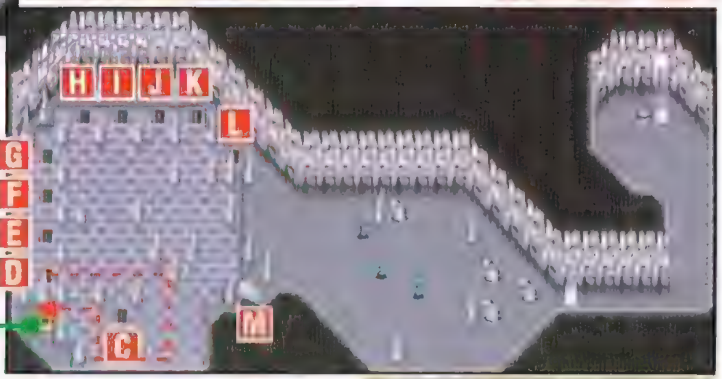
Once you've gotten the weapon from the chest, slide east to take the stairs back down, then climb the second set of stairs ("E") from the bottom along the western wall to an encounter in another section of the fourth floor.

After the battle, push the block of ice found at the head of the passage to the east until you can reach the bend and proceed north. Next to the spot where the light hits the floor, you'll find another of the floating balls—inspect it to trade off with the team in the North Tower (you can advance floors with Ele's team instead of switching teams here, but since you'll be blocked soon anyway, you may want to keep both groups even).

A thirsty Ele makes the mistake of trying to lick ice with painful and embarrassing results.

SOUTH TOWER—MAP 3

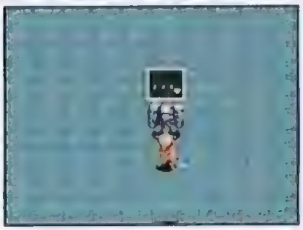
SOUTH TOWER—MAP 4



NORTH TOWER

As happened previously when you switched to Elc's team, the block of ice on the third floor vanishes, allowing you to continue your trek to the higher floors of the North Tower. Upon taking the stairs at the end of the ledge past where the ice was, you arrive on the fourth floor.

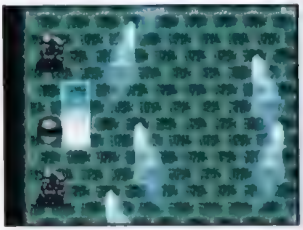
Here, pushing the top ice block to the west causes it to react like a pinball, sliding and bumping off several obstacles before crashing into one of the floating balls and triggering a team switch. Pushing the central or bottom ice blocks, however, will cause them to slide across the floor, ricochet off a Frost Giant, then come flying back at you to trigger an encounter (these battles will reoccur if you push either block again after you've bested your initial foes).



This means "We crush your skulls!" in Frost Giant-speak.

Before pushing the top block, you may want to take the stairs to the next floor, where you'll find two treasure chests—and another encounter!

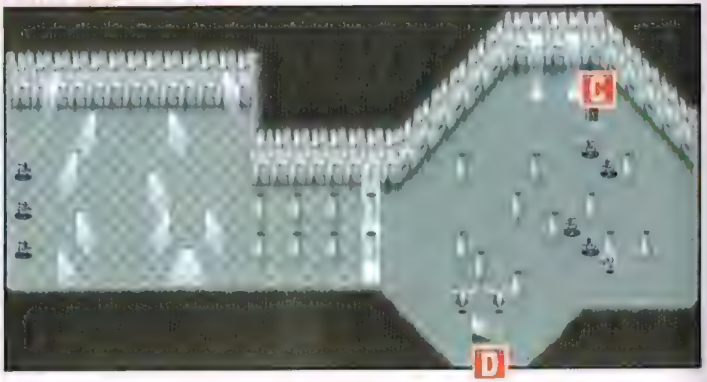
The stairs to the sixth floor are encased in ice, so after you've raided the chests, return to the fourth floor and push the top block to the west. Hopefully Elc and his cohorts can find a way to dissolve the problem at hand.



The foes are not happy campers in this place.

NORTH TOWER—MAP 3

NORTH TOWER—MAP 4



NORTH TOWER—MAP 5

ITEM!
1 Amethyst
2 Metal Arm

SOUTH TOWER

Over in the South Tower, there's a staircase leading up towards the southeastern corner of the slippery area on the fourth floor. To reach it, head downstairs to the third floor, then take the bottom flight of stairs ("D") along the western wall (the same ones you took to get to the area with the treasure chest). Once you arrive on the fourth floor you'll slide east and bump into a stalagmite; from there, skate south to the wall, east into the corner, north to another stalagmite, and finally east to where you can access the stairs.

On the fifth floor, sliding into the area at the southwest triggers an encounter.

To get to the treasure chest at the northeast, you must start your slide from the northern edge of the slippery floor near the chest so that you run into a stalagmite, and then head east.

This means "We spill your guts." Notice the subtle spacing differences that make all the difference in translation.

If you choose to ignore the floating ball for now, and instead climb the stairs to the north that you recently thawed out, you'll find that the sixth floor isn't at all friendly—what with an encounter breaking out the moment you set foot on it.

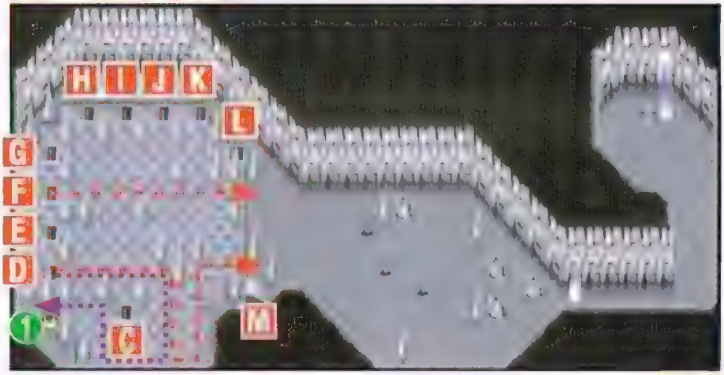
SOUTH TOWER—MAP 3

SOUTH TOWER—MAP 5

SOUTH TOWER—MAP 6

ITEM!
1 IceLong Sword
2 Frey's Headdress
3 Strengthen Fruit

SOUTH TOWER—MAP 4



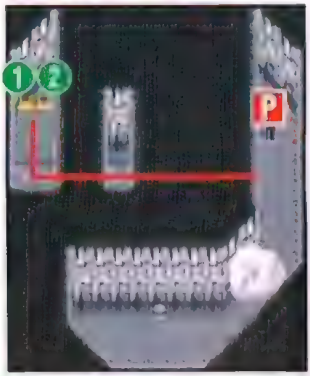
SOUTH TOWER

The seventh floor seems to have the same frigid welcome for uninvited guests as did the sixth.

When you reach the eighth floor, your progress is hindered by another of the large ice blocks. With no way to go forward, your only alternative is to go back to the floating ball next to the stairs on the fifth floor. Before you do, though, try walking west into the wall slightly below the staircase. Wheeeeee!!! Would you look at that—you've skated your way to more treasure!

SOUTH TOWER—MAP 7

SOUTH TOWER—MAP 8



ITEM!	
1 Glacier Dagger	2 Palo's Nut

NORTH TOWER

After Elc uses the ball on the fifth floor to tag out to Arc's team in the North Tower, they're delighted to find that the block of ice on the fifth floor is now a thing of the past. Going up...

The sixth floor is pretty uneventful, with but a treasure chest and the stairs to the next floor for you to see. However, the seventh floor makes up for it, as it starts out with a bang.

Once the thrill of the fight has died down, take the stairs to the eighth floor (see Page 507). To reach the treasure chest in the southwest corner, begin by sliding west through a hidden passage two steps south of the stairs. Once you're in the central chamber, proceed south into a hidden passage. Follow the hidden passage to the west, then south for a bit, until you can walk to the west again and reach the chest.

Seeing as how there's another of the large ice blocks that you've no doubt grown to love by now blocking the stairs to the next floor (as well as a Guardian's Force Fountain), give the floating ball a good whack to throw the action over to the South Tower.

NORTH TOWER—MAP 5

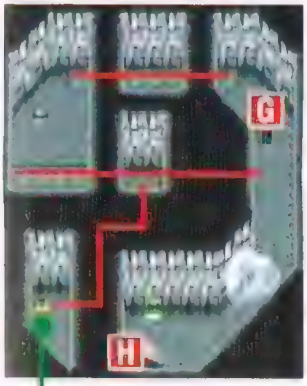
NORTH TOWER—MAP 6

NORTH TOWER—MAP 7

ITEM!		
1 Amethyst	2 Metal Arm	3 Refreshing Shoes

NORTH TOWER

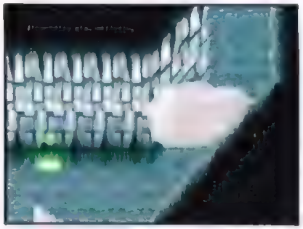
NORTH TOWER—MAP 8



ITEM!
Ice Charm

SOUTH TOWER

As always, the block of ice blocking the new team's progress disappears once you've switched, allowing you to reach the final floating ball on the eighth floor. This ball, when triggered, will remove the last stumbling block for Arc and the others within the North Tower. Go ahead—touch it!

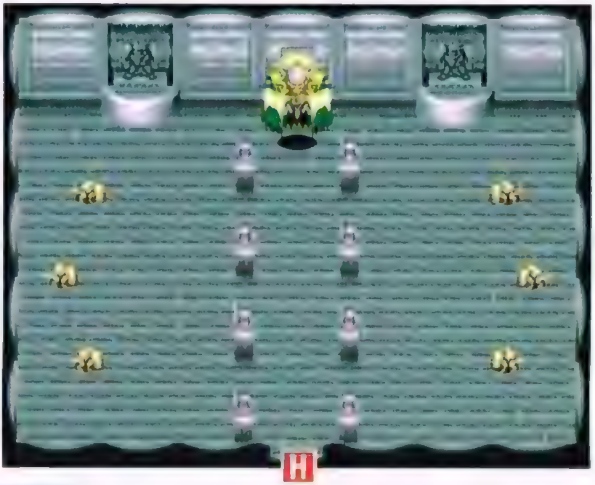


The ice blocks, when melted, are glorious!

NORTH TOWER

With the ice now melted away, lead Arc and his team over to the Guardian's Force Fountain for a cool, refreshing dip, then from there, up the stairs to the ninth floor and a meeting with—*Andel*!

Standing at the head of the room, in front of the closed door is the man you've spent countless hours chasing (unless you press the Start button and check the game clock). While distracting you with his yapping, Andel is able to retreat to the Chamber of the Ark, where he does the unthinkable—*he opens it*! The dark energy collected within pours over his body...transforming the scheming Minister into a much bigger scheming Minister with the ability to turn you all into a bloody paste.



Andel

LEVEL:	97	ATTACK:	49	JUMP LEVEL:	3
RANGE:	6	MAGIC:	61	THROW LEVEL:	3
HIT POINTS:	504	DEFENSE:	59	COUNTERATTACK LEVEL:	3
MAGIC POINTS:	464	AGILITY:	22	CATCH LEVEL:	3
ATTRIBUTE:	Dark				
EXP:	38800		7760		
NEXT:	5820	ACL:	9		
ABILITY:	Divide	ABILITY:	Death		
ABILITY:	Mind Buster	ABILITY:	Cure		
ABILITY:	—	ABILITY:	—		
EQUIP:	Iron Knuckle				

ENEMIES:

ANDEL x1

GIANT LIZARD x6

NORTH TOWER

Since physical attacks usually prove more damaging against Andel in this battle, have your stronger characters attack him with their weapons, while the others keep the Giant Lizards at bay with magic. Be sure to keep up your assault on Andel until he goes down, as given time, he'll cast "Cure". This ability regains him over three hundred hit points every time he uses it, so try to take him out of the fight fast before he can cast it.

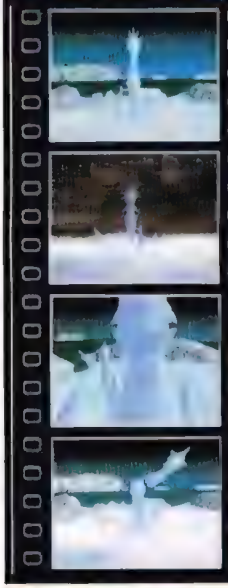
Once you've felled Andel and his reptilian pets, and are in the process of giving him the old standby speech on how good always triumphs over evil, the Minister bursts into an eerie laughter. While his main intent during the battle may have been to kill you, he had a fallback plan...to stall you until the Ark was ready. Plan 'B' apparently worked, and now nothing can stop the resurrection of his master, the Dark One!

You watch in horror as Andel casts the magic spell that may damn the world! A mere thunderbolt is all it takes to destroy the Ark—and without the Ark to contain the darkness, it's only a matter of time before the seal on the Dark One once again weakens enough so that he may escape his prison and make his grand appearance.

The suit was a little tighter than Super Andel expected. A...*ahem*, personal adjustment was in order.

This is usually an invitation to witness some kind of disaster.

ANIMECHECK — NORTH & SOUTH TOWERS



FADE IN ON: EXT. SOUTH TOWER
WIDE SHOT of the SOUTH TOWER. As the TOWER shakes back and forth, a SECTION in the MIDDLE of the TOWER breaks away and falls to the ground below.

CUT TO a WIDE SHOT of the NORTH TOWER. The NORTHERN LIGHTS can be seen in the background. The MIDDLE SECTION of the NORTH TOWER is missing-this matches the SOUTH TOWER. LARGE columns of ICE are forced through the GROUND around the TOWER.

CUT TO a WIDE SHOT of the SOUTH TOWER. CUT TO a TIGHTER SHOT of the TOWER focusing on the MIDDLE SECTION of the TOWER. PARTS of the TOWER break off and crash to the ground. As the TOP PART of the TOWER falls, it enters the FRAME.

CUT TO a WIDE SHOT of the SOUTH TOWER. The TOP SECTION can be seen as it hits the ground and bounces.

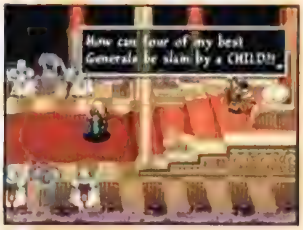
CUT TO a WIDE SHOT of the NORTH TOWER. The COLUMNS OF ICE continue to rise around the NORTH TOWER.

CUT TO a 3/4 OVERHEAD SHOT of the NORTH TOWER. A LARGE ICE COLUMN breaks through the GROUND and hits the TOWER causing the TOP of the TOWER to break away.

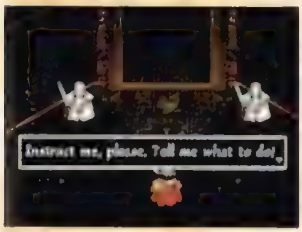
CUT TO a WIDE SHOT of the NORTH TOWER. The TOP of the TOWER can be seen as it flies into the AIR only to come crashing back to the ground.
FADE OUT.

STORYCHECK

WHAT A LONG, STRANGE TRIP IT'S BEEN



Gaidel shows off a bit of his psychic ability here.



Before entering, Gaidel selected "Oklahoma" as his safe word.

Fortunately, ***Arc III*** is waiting in the box.

Before the dust at either of the Poles even settles, the scene shifts to Romalia, where in the Meeting Room of the castle, a very important messenger seeks an audience with King Gaidel.

News of Andel's death, and Arc's imminent arrival, is relayed to the Romalian King by General Zalbad, the last remaining General of the initial four. Hearing this, the King realizes that Arc has grown into a formidable adversary, and as such orders Zalbad to kill him and his friends!

When the King looks to the Dark One for answers as to just how this task may be carried out, he is reminded of the "trump card" he holds. This option, if called upon, could very well bring about the destruction of the entire world! Hopefully it won't come to that—hopefully once Arc sees what's at risk, he, and the rest of humanity will give up of their own free will! Silly Romalians, tricks are for *kids*!

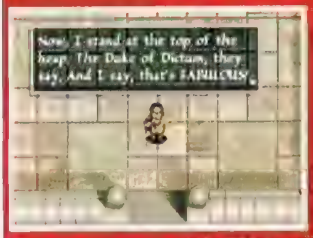
Back at the Sabatico Shrine, everyone agrees that rushing into Romalia blindly would only open up the possibility of more needless death. You should instead be wary of your enemy and strengthen your troops, both physically and mentally, gather what information you can on your opponents, and finally finish up any side-quests or jobs that you haven't already done. Doing these will better prepare you for what's to come. Chopin and the Silver Noah are waiting for you at the Touvil Quarry—the world is now completely open to you.

EVENT CHECK!

- Romalia Castle Meeting Room
- Romalian Briefing Chamber
- Sabatico Shrine
- Touvil
- Silver Noah
- Touvil Quarry

SECRETCHECK

MAMAMAN'S SECRET ARENA



Catch enjoys the sound of his own voice, and he seems to make for that purpose—self-gratification.

After the North and South Towers have been destroyed, if you feel like playing a new, exclusive, and...erm...Arena Game, then head back to Cuisia Isle—land of lush green forests, refreshing beaches, and top secret research areas. At this point, one of these is now open! To enter Catch Mamaman's Secret Arena, speak to the Official standing near the door to the Arena. Once good ol' Catch has stopped with the verbal self-gratification, choose your battle party and step into the Arena.

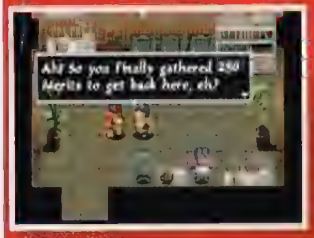
The rules for this fight are simple—KILL or BE KILLED! If you're a glutton for punishment, you'll be thrilled to hear that during the matches here, Catch gives a running commentary worse than those found on any of the Faculty Brothers' DVDs, but that's to be expected since this is his running-writing ground.

ENEMIES:

NINJA MASTER x6

SECRETCHECK

BECOME A SUPER HUNTER

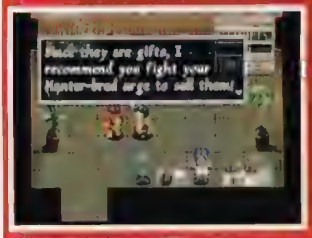


Apparently so.

Now that you've destroyed the North and South Towers, a new Hunter's Job may be available to you—if you've got what it takes, that is. The following is a brief description of how you too can become a "Super Hunter."

ITEM!
God Hunter Crest
Boar Spear
DarkLong Sword

Once you have accumulated a minimum of 250 Merit Points by way of successfully completing jobs, both normal and bounty-based, you'll be able to enter the secret back room of the Frodias Hunters' Guild. Inside this room you'll find three chests containing two weapons and an item called the **God Hunter Crest**. The God Hunter Crest is an emblem which shows that you are a Hunter of the highest magnitude, and thus will allow you certain privileges above those of normal Hunters.



What's this? Kukoo's friend is trying to sell even the God Hunter Crest!

These privileges include entering the Secret Hunter Referral Service Room at the Hunters Guild. From there you can contract yourself out for work which is unavailable through the regular Guild referral services. Under no circumstances should you sell the Crest, or you'll forfeit the ability to enter the Secret Hunter Referral Service Room.

Now that the little "now to" on the God Hunter Crest is finished, with the Crest in your inventory, head over to the Secret Hunter Referral Service Room at the Guild in Frodias. Due to the point at which you're now at in the game (the North and South Towers destroyed), and if Chaba is in your party, the receptionist tells you of a new job which has just shown up at the Ajad Hunters' Guild in Mikonia. Off you go to Mikonia to get the job and prove that you're worthy of the title "Super Hunter" (one final incoming echo effect).

JOBCHECK Return the Sea Dragon's Egg

1 LOCATION: **Ajarl Guild—Deep Sea Shrine** **2** WEALTH: **4000 G** **3** MERITS: **30**

4 TIME FRAME: **Ajarl Guild—After earning 250 merit points, and the North and South Towers have been destroyed.**

5 DESCRIPTION:

After accepting this job from the Ajarl Hunters' Guild in Millmana, head across town to the Ajarl Inn. Standing next to the front desk is a biologist who wants you to return an egg to its home in the Nest Room of the Deep Sea Shrine. He warns you about the possibility of attack by those who wish to use its DNA for EEEEE-vil, then hands you the "Sea Dragon's Egg". With the egg now safely in your possession, leave Ajarl for the Millmana Skyport and the Silver Noah—but don't show the egg to Chongara or it may end up on a plate with toast and a side of hash browns. Set a course for Yagos Isle once you've boarded the airship—if there's anyone who can help you out of this predicament, it's Doctor Vilmer. After being greeted by the Doctor upon entering his Research Laboratory, you explain to him your need for a submarine so you can complete the job you're currently working on. Vilmer says he'll take a shot at repairing the one you used to escape the Deep Sea Oil Rig, but it'll take a bit of time, so check back periodically. To pass the time needed to make the repairs quickly, leave Yagos Isle and return (choose Yagos Isle as your destination upon leaving). Upon your arrival, you'll find the repaired sub docked in the bay outside Yudo Village, just as Doctor Vilmer said. Hop aboard the submarine and have Elc take control by walking him over to the control panel and inspecting it. This brings up the *Start submarine* prompt. After answering *Yes*, your crew mans their positions, and it's time to go. While looking for the Deep Sea Shrine, you'll be asked which directions you wish Elc to command the sub to take. The following are the choices (and subsequent results) you'll need to give to reach the Shrine. If at any point during your little jaunt beneath the waves you're attacked and shot out of the water, it'll be Faux Game Over. Should this happen, you'll automatically restart from the point at which you entered the submarine.

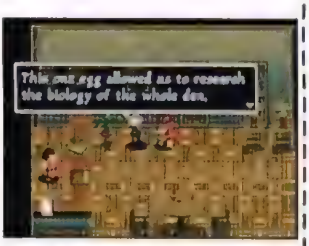
Directions to the Deep Sea Shrine (Part 1):

Dive—Dive (there's something dead ahead)**—Dive** (you're being followed)**—Dive** (the hull integrity may be compromised)**—I Don't Care** (an enemy passes overhead)**—Prepare For Attack—Dive, Dammit** (Elc attacks the enemy and is victorious, but there is a power failure)

At this point, you regain control of Elc so he can attempt to fix the engine. Begin by climbing down the ladder to the right to reach the Engine Room, and from there, inspect the engine (located to the left of the door to the Crew's Quarters). Once it's fixed, return to the bridge and restart the submarine.

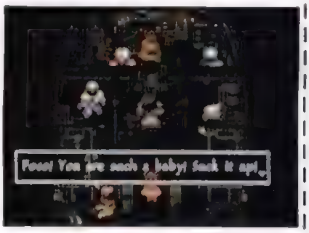
Directions to the Deep Sea Shrine (Part 2):

Dive—Dive (the hull integrity is being compromised again)**—I Don't Care** (there's something dead ahead... It's the entrance to the Deep Sea Shrine!)



Hmm...interesting. How big of an omelette would that make?

When you're a Hunter, it's one big job after another. Vilmer doesn't get that yet.



Poco is embarrassed because he threw up and made a mess, but Sania offers an eco-friendly solution.

CONTINUED ON PAGE 512

JOBCHECK Return the Sea Dragon's Egg

5 DESCRIPTION (CONTINUED):

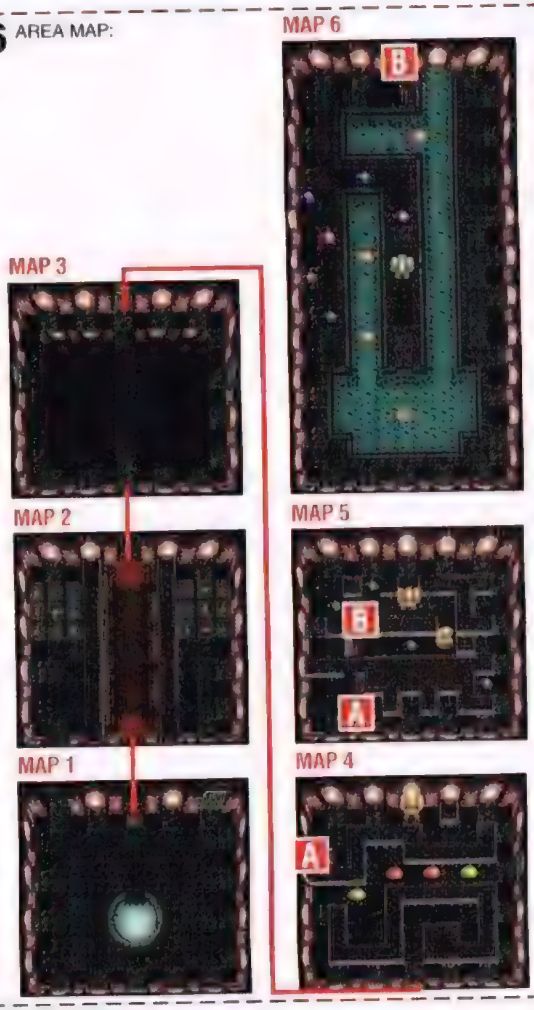
As soon as you've passed through the entrance to the Deep Sea Shrine, you're asked to form a battle party. From here on in during your trip through the Shrine, if you wish to return to the submarine, you may do so by climbing through the air lock (the circular pool of water in the opening room). Upon passing through the door to the north and the entry hall beyond it, you're greeted by a voice which reveals the route you must travel to reach the Guardian of the Sea. With that, the gate on the door in front of you rises, allowing passage through it. In the next room, a man dressed in scientific garb demands that you hand over the egg. When prompted, *Ask for a reason*. That gives him away, for he slips and lets you know he's working for the Romalians. It's a no-brainer what your answer is after that—*Keep the egg*!

Take the stairs at the northwest after defeating this first batch of thugs to find a few of their friends who were late to the party.

The stairs leading to the Nest Room and your final adversaries appear to the west once you've cleared this room. Answer *No* when they demand the egg to begin the encounter.

With the Shrine now apparently safe, you place the Sea Dragon Egg in its nest and start to leave the room. As you're about to climb the stairs, three more Romalians teleport into the room, surrounding the nest—but just as they're about to snatch it, the egg hatches! When they decide to take it anyway, the voice which directed you towards the Nest Room calls out in rage. Thunderbolts and lightning! Very, very frightening...for the Romalians! They're laid low right where they stand. Afterwards, the baby Dragon swims over, thanking you for your help. Since there's nothing more you can do here now, head back to the submarine so you can return topside and collect your reward.

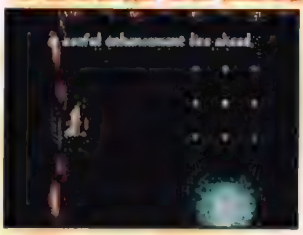
6 AREA MAP:



7 CRIMINALS:

STORYCHECK

IF I ONLY HAD A UNIT



These are golden words for most males...

Diek is emotionally damaged. Well, okay, it's *simulated* emotional damage, but it *seems* real!

Once you've collected the bounty for the job "Return the Sea Dragon's Egg", you'll be able to use the submarine to return to the Shrine at your leisure. As an added bonus, since you already know the way there, you won't even have to give directions while making the trip. Instead, you just choose whether you wish to go to the entrance at the ***Shrine Front*** or the one at the ***East Shrine*** after starting the sub.

EVENT CHECK!

Yagos Isle

Submarine

East Shrine

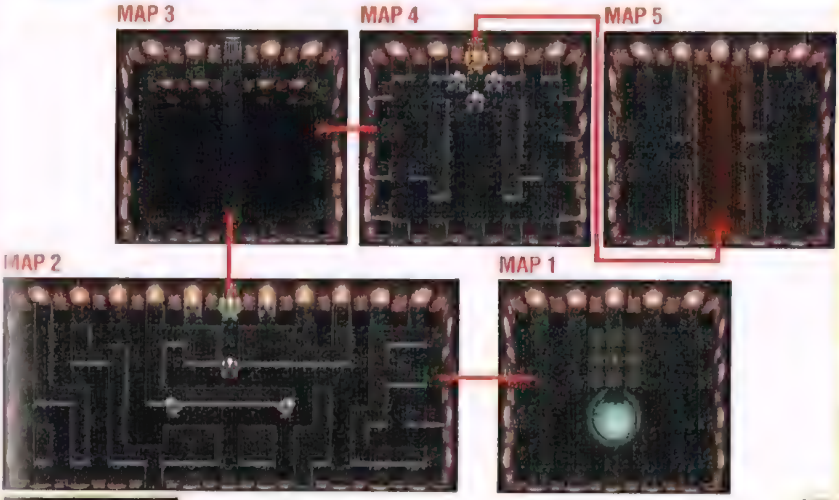
Aside from extra experience, a great reason to make the return trip to the Shrine is to get the last, and most powerful, of Diekbeck's twenty Power Units. Due to the location of the Power Unit, you must enter the Deep Sea Shrine by choosing the ***East Shrine*** once you get the sub out in the water. It might be a good idea to bring a few healing items along with you if you're planning on trying for the Power Unit—trust us, there's a good chance that you'll need them.

Know that since the item in question is for your mechanical pal Diekbeck, he'll be a necessary addition when you're asked to form your battle party. Any attempts to progress without him will be met with failure—as in, you won't even get out of the first room.

After stepping from the air lock in the "East Shrine" section of the Deep Sea Shrine, rotate your characters so that Diekbeck is in the lead, and have him inspect the steel gate to the west. A booming voice lets you know that there's a grand prize awaiting the 'bot somewhere within the Shrine, but to earn it he'll have to pass several tests of strength. The gate then opens. Pass through it to begin the first test.

With the first test now behind you, the gate to the north opens. In the next room the voice directs you to the east—and test number two.

Piece of cake... fewer foes, more open battle area... what were they thinking, making this anything but the first test? Oh well, don't look a gift horse in the mouth (what's that even mean?), instead head through the newly opened gate to the north.



ENEMIES:

EARTH GIANT

FLESH GOLEM

CAM-6

A TIME OF TESTING

When you reach the center of the following room, the voice directs Diekbeck to step forward alone for the next wave of testing. Once you've chosen to ***Submit to it***, the tin man disappears.

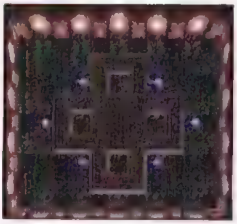
During these next few encounters, due to Diekbeck's lack of a healing spell, you may do well to have the Diek Gun equipped rather than one of his fist weapons. The reason—you can use it to attack from a distance without fear of counterattack. Also, try to group his foes together so that you can attack with magic (can you say, "Divine Judgment"?) and therefore damage more than one or two at a time. Oh yeah, it doesn't help much that the enemies in the first encounter can cast a Mesmerize spell which puts you to sleep. Hope you brought those healing items we advised you to.

After surviving round three, you're allowed to use the stairs to the south in the room you're teleported to. Downstairs, continue on by passing through the open doors in the rooms you come to, until you reach a room with a large pool of water. Head to the south around the outer rim of this room, and from there proceed down the stairs at its center.

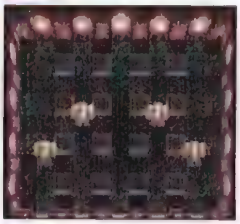
Before your next and final test, use the Guardian's Force Fountain to return your party's Hit and Magic Points to their maximum levels. Once you have, step through the door to the north... Judgment (a fitting name, don't you think?), the Guardian of the Final Power Unit, asks Diekbeck the same questions that were asked of him during his solo encounters—only this time, Diekbeck knows the answers. Satisfied by what he hears, Judgment agrees to proceed with the final test of your worthiness, and with that he asks to see the strength of your companions—during which time, Diekbeck may not assist. You're then asked to form a battle party consisting of Arc, Elc, and any three others aside from Diekbeck. If you'd like a little insider information, some magics that kick ass in this battle are: Divide, Arc's Meteor Shower, Elc's Explosion, Sania's Shuffle Shot, Poco's Atrophy Horn and Gogen's Thunder Storm, to name just a few.

Once you've passed Judgment, **Power Unit 19** is yours for the taking... you've earned it! Diekbeck is then asked what he'll do once the world is saved, and no, the answer isn't that he's going to go to Disneyworld. Now that the testing is complete, you're sent back to the East Shrine area air lock, where you can board the sub and return to Yagos Isle.

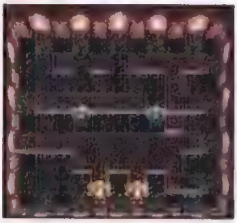
MAP 1



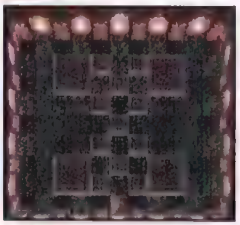
MAP 2



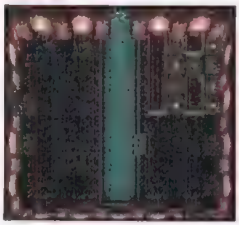
MAP 3



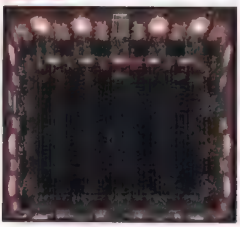
MAP 4



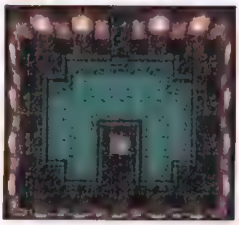
MAP 5



MAP 6

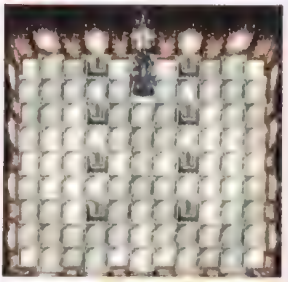


MAP 7



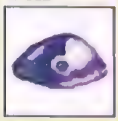
MAP 8

MAP 9



ENEMIES:

FREEZY



FIRE GOLEM

FLESH GOLEM

CAA-5

JUDGMENT

Judgment

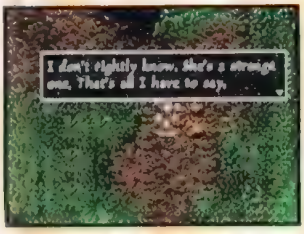
LEVEL	118	ATTACK	75	JUMP LEVEL	3
RANGE	7	MAGIC	26	THROW LEVEL	3
HIT POINTS	440	DEFENSE	58	COUNTERATTACK LEVEL	3
MAGIC POINTS	162	AGILITY	26	CATCH LEVEL	3

ABILITY	Twirl Blitz	ABILITY	—
ABILITY	—	ABILITY	—
ABILITY	—	ABILITY	—
EQUIP			Iron Knuckle

ATTRIBUTE			Dark
EXP	47200		9440
GOLD	7080	MDL	11

STORYCHECK

YOU CAN NEVER GO HOME



Yeah, but what he was *thinking* isn't really fit to publish!

Once Choko has achieved level Sixty-Five or higher, and the towers to the north and south are nothing more than shards of broken crystals scattered across the tips of the world, if you're in the mood for a side-quest rich with character background, return to Clenia Isle.

South of Clenia Skyport is the Time Forest, where once inside, you'll be able to reach Tokoko Village by walking one screen north from the entrance.

EVENT CHECK!

Clenia Isle

Time Forest

Tokoko Village

Choko's House

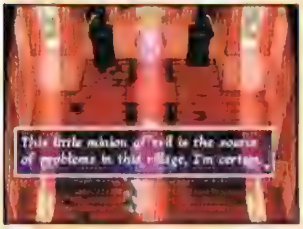
When you arrive, Choko runs ahead into the village only to find that it has long since been destroyed! After searching Choko's house for her father, head back outside to come face-to-face with the girl you met long ago in Choko's subconscious. A chase ensues as the entity runs off towards the church.

Choko instantly regrets cheating at Candyland.

The truth is laid bare inside the house of worship... The mystery girl is Akura, the daughter of Sezec, and the evil doppelfragment of the "complete" *Choko*! After a brief refresher course to jog Choko's memory—which also explains why the villagers had appeared as slimes when you battled them during your last visit here—the scene then shifts to the village's entrance where your other team members have been surrounded by Fleshflickers!

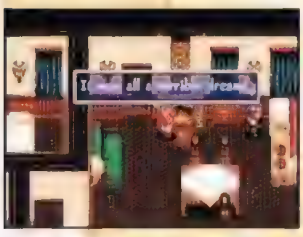
STORY CHECK

CHOKO LIKE YUMMY MEATLOAF

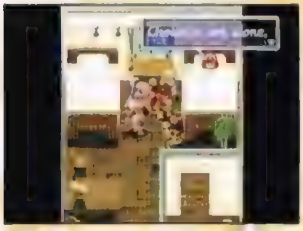


Oh yes, and Gogen only knows a fraction of how evil this girl is!

Things only get worse from here on out...



Wouldn't it be nice if it was?



Fortunately. Who knows what she'd do if she was!

As soon as the last of the undead has been defeated, you rush to the church to help Choko. Here Gogen identifies Akura as the evil from the large gravestone at the cemetery. Now that you've figured out WHAT she is, Akura dives back into the darkness of Choko's subconscious, where she continues with the little girl's stroll down memory lane.

EVENT CHECK!

- Church
- Choko's House
- Choko's Subconscious
- Clenia Inn
- Clenia Skyport

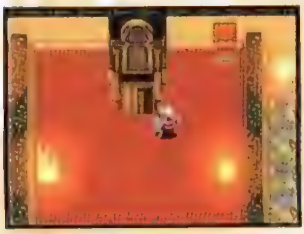
The vision that Akura now guides Choko through is of the night Tokoko Village was attacked by creatures looking for her... the same day Silva, the wolf pup she found in the forest, died. The painful memories come flooding back. The intolerance... the hatred... the fear... the villagers... the monsters... the attack... the blame. At a crucial moment, Silva takes an axe meant for her... It all proves too much for the little girl! Unable to control herself any longer—she lashes out! It was then that the power within her emerges in its full glory! Tokoko Village and everyone in it is destroyed in a flash! The villagers and loved ones in it from that very moment forward have all been illusions created by Choko.

At this point, Choko tries to pretend it was all a bad dream by projecting a new illusion. Upon awakening in Choko's bed, walk her to the main room of the house where her father Ralgo is about to serve dinner (Choko must be nocturnal). This evening's dinner conversation includes a story which recounts how Ralgo found the young red-haired child after killing her biological father—the Beast Lord Sezec—and of his sealing away her powers so that she may live out her life as a replacement for the daughter he had previously lost. When his tale is finished, and he tells you he must go, choose ***Don't go Dad!*** from the selection prompt (If you choose ***Give me more food, Dad!*** a total of ten times, Ralgo will make the correct selection for you) to break Choko free of the new illusion. As a final note, the image of Ralgo tells Choko that her new friends will watch over her now, and that if she wishes to get her real memory back, seek out Akura in the Secret Lair beneath the throne at the bottom of the Forbidden Ruins in Alatos—where Ralgo found her all those centuries ago.

Over at the Clenia Inn, Choko awakens from her dream state surrounded by her new companions. Her father was right, they will look after her now that he's gone. Though she's made a full recovery, the desire to know the truth nags at her. A trip to the neighboring country of Alatos is now in order!

STORY CHECK

SCARY MONSTERS (AND SUPER CREEPS)



This part is kinda like something in The Goonies, but with a different kind of Rocky Road.

One airship ride later, you're docked at the Alatos Skyport. From here, head north to the Forbidden Ruins. Once you've entered the grounds of the Ruins, take the shortcut to the fiftieth floor (if this is your first trip to the Ruins with Choko, she will automatically show you where the start of the shortcut is, otherwise, check the face of the wall of the first ledge to the right), and upon your arrival there, inspect the seat of the throne to reveal a hidden staircase. These stairs lead deep into the very heart of the earth—to a place where, though she doesn't remember it, Choko used to feel right at home.

EVENT CHECK!

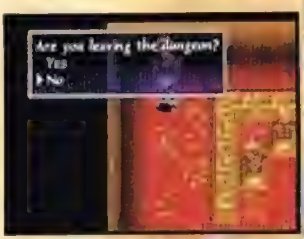
Alatos Skyport

Forbidden Ruins

Secret Lair

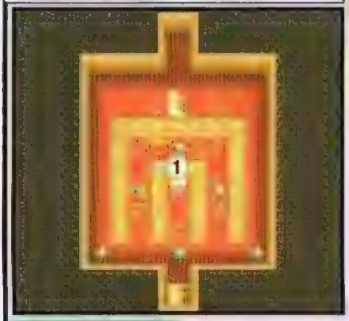
Descending towards the Secret Lair of the Beast Lord is all it takes for you to be asked to create a battle party. As we mentioned previously, due to the amount of encounters and the strength of the opponents you'll face during them, your best hope for survival lies in equipping the Romancing Stone on a battle party member who has the ability to heal. This allows you to cast "Cure" as often as you'd like without fear of depleting your Magic Points. Another thing worth mentioning is that on floors sixty and seventy, there are goddess and cherub statues whereby you can return you party's Hit and Magic Points to their maximum levels, or leave the dungeon if you choose to...but be warned, due to the chicanery of Sezec, the cherub statues work in reverse! To leave, you must answer them as if you wish to stay. As if that weren't enough, per the Beast Lord's instructions, they may also decide you aren't worth the effort of teleporting all the way up to ground level, and instead only deliver you to the start of this sub-dungeon on Ruins B50 (isn't Sezec swell?). One last thing—don't forget to open any chests found within walled areas before the battle ends, or you won't be able to hop the wall and get back to them (without restarting the battle by way of leaving the current floor and returning). All set? Okay, good. Now let's get going...

Get the treasure chests before leaving each level. If you do this right, you won't be back this way.



Take a contrarian stance on ALL these kind of questions here!

Forbidden Ruins — Floor 51



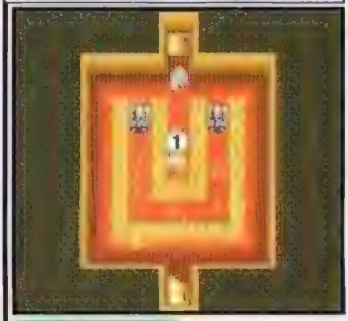
ENEMIES:

GREEN SLIME x6

ITEM!

1 Earth Slicer

Forbidden Ruins — Floor 52



ENEMIES:

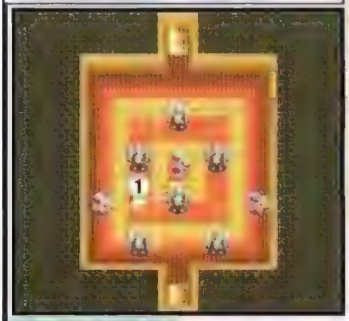
GOLEM MASTER x1

IRON GOLEM x2

ITEM!

1 Magic Apple

Forbidden Ruins — Floor 53



ENEMIES:

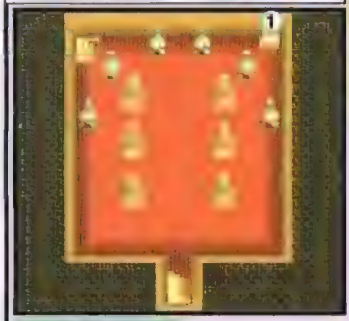
GOLEM MASTER x3

IRON GOLEM x6

ITEM!

1 ShineKnife

Forbidden Ruins — Floor 54



ENEMIES:

MANEATER x6

ITEM!

1 Sapphire

Forbidden Ruins — Floor 55

ENEMIES:

ACID SLIME x6

ITEM!

1 Revival Dust

Forbidden Ruins — Floor 56

ENEMIES:

POISON IVY x2

ACID SLIME x2

ITEM!

1 Unfire

Forbidden Ruins — Floor 57

ENEMIES:

BEAST MASTER x2

POISON IVY x4

ITEM!

1 Cape

Forbidden Ruins — Floor 58

ENEMIES:

BEAST MASTER x4

FROST GIANT x4

ITEM!

1 Mystic Card

Forbidden Ruins — Floor 59

ENEMIES:

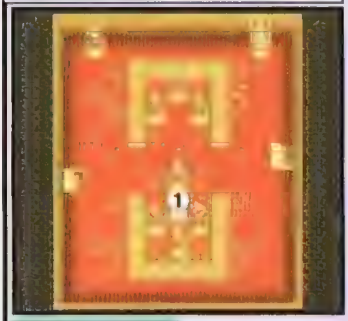
LIFESUCKER x3

FROST GIANT x3

ITEM!

1 Blood Bomb

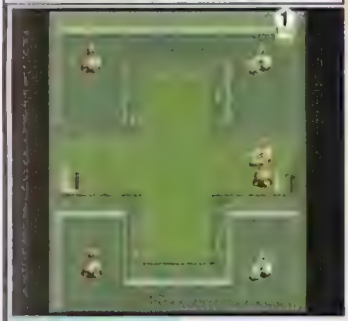
Forbidden Ruins — Floor 60



ITEM!

1 Blood Tanzanite

Forbidden Ruins — Floor 61



ENEMIES:

LIFESUCKER x3

PIEROTT x3

ITEM!

1 Strengthen Fruit

Forbidden Ruins — Floor 62

ENEMIES:

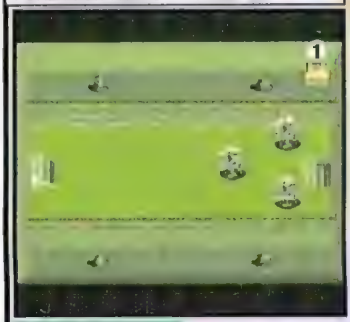
DARK SLIME x4

PIEROTT x3

ITEM!

1 Mystic Dress

Forbidden Ruins — Floor 63



ENEMIES:

DARK SLIME x4

EARTH GIANT x3

ITEM!

1 Blood Bomb

Forbidden Ruins — Floor 64

ENEMIES:

ARMOR EATER x4

GEPETTOH x2

ITEM!

1 Full Power Fruit

Forbidden Ruins — Floor 65

ENEMIES:

EARTH GIANT x4

GEPETTOH x4

ITEM!

1 Crystal Rod

Forbidden Ruins — Floor 66

ENEMIES:

EARTH GIANT x6

SLIME BOMBER x1

ITEM!

1 Ax Bomber

Forbidden Ruins — Floor 67

ENEMIES:

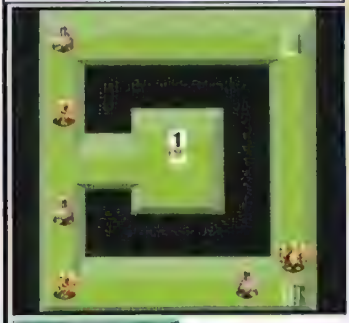
SWORD EATER x6

SLIME BOMBER x1

ITEM!

1 Slayer

Forbidden Ruins — Floor 68



ENEMIES:

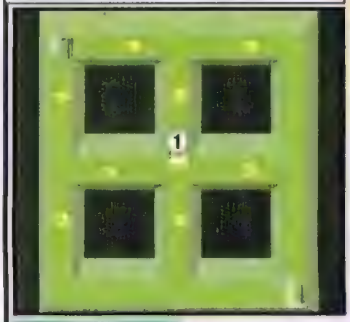
SWORD EATER x3

FLESH GOLEM x3

ITEM!

1 Diek Nail

Forbidden Ruins — Floor 69



ENEMIES:

GOLDEN SLIME x8

ITEM!

1 Great Item

Forbidden Ruins — Floor 70

ITEM!

1 Rune Axe

FORBIDDEN RUINS — FLOOR 71

Once you reach Basement Floor Seventy-One of the Forbidden Ruins, Choko once again runs ahead of the party to find Akura. Evil personified is found standing in the center of an illusion created by the dreams of a sensitive little girl cast out from the world above. After a brief explanation as to why you were driven underground, Akura claims that she'll soon be reviving her father Sezec, whom you may remember as the stinking pile of rot on the throne at Basement Fifty. He'll be revived to wreak havoc on humanity, or so Akura says. When Choko cries out that she wants her memory back, Akura teleports the two of them to a section of walkway cut off from everyone else. This would be a good time for Beetlejuice to pop up and say, "It's showtime!"

ITEM!

1. Revival Dust
2. Yellow Ribbon

ENEMIES:

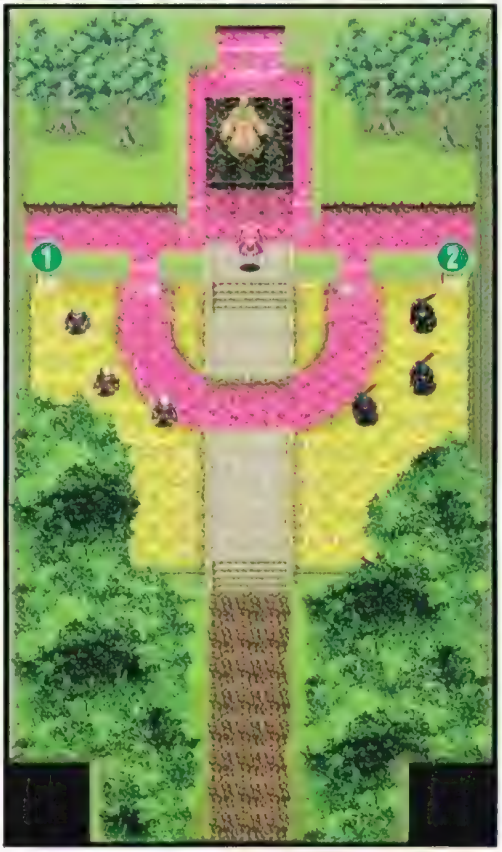
AKURA x1

SKELETON LORD x2

GHOST KNIGHT x1

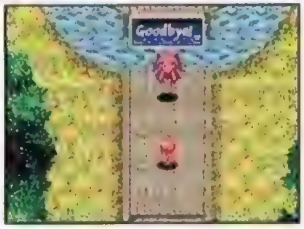
RAZOR KNIGHT x2

SOUL KNIGHT x1



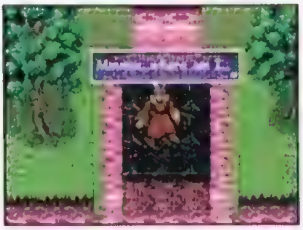
FORBIDDEN RUINS — FLOOR 71

Once this encounter begins, Choko (who's a mandatory battle-party member) will be the lone combatant against Akura on the small island at the center of the running streams. Aside from long-range magic attacks, which do very little damage to Akura, the rest of your party must be content with holding off the other foes. Though Choko may knock Akura's Hit Points down to one, she cannot be defeated this go-round. Damn!



But...we just GOT here!

Upon destroying the six underlings, the attention shifts to the stone pedestal towards the top of the room. It's here that Akura has laid down the decomposed body of her father in the hopes of bringing Sezec back to life. When the Beast Lord sits up, the truth comes out, and it's not exactly what Akura wanted to hear—Choko's is the form he recognizes to be that of his daughter, not hers! Feeling betrayed and hurt, Akura next does something that definitely would cost her some allowance and probably get her extra chores. Well, if Sezec survived, but he doesn't, so that's probably moot. Anyway, at this point you're in for a fight against one very pissed off little demon!


It doesn't matter, you're leaving in a moment.

During this second round, Akura starts with full Hit and Magic Points. Since the bridge now connects the central island to the rest of the area, your other party members can now help Choko, so it kind of evens out.

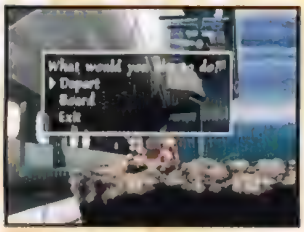
Fortunately, Gogen explains all to Choko once the battle is over. Will she choose to absorb the darkness within the Memory Stone? Is regaining her memory worth the risk? Choko chooses YES and asks Gogen to wake her up before he go-goes! Soon after, Choko regains her memory. Thanks in part to the help you've given Choko along the way, she's grown enough to control the spark of darkness that comes with returning to her former self.

Gogen tries to pawn off a mood ring on Choko.

When you're ready, stand atop the black stone pedestal where Sezec was char-broiled to be given the option of leaving the Forbidden Ruins instantly, instead of walking back up the seventy-one flights of stairs. Ruriraruru-papa!!! (And no, that's not a relative of a certain floppy-eared rapper.)

Akura					
LEVEL	246	ATTACK	40	JUMP LEVEL	0
RANGE	4	MAGIC	8	THROW LEVEL	0
HIT POINTS	400	DEFENSE	45	CONSIDERATION LEVEL	3
MAGIC POINTS	300	AGILITY	50	CATCH LEVEL	0
ABILITY	Wind Slash	ABILITY	Thunder Storm		
ABILITY	—	ABILITY	—		
ABILITY	—	ABILITY	—		
EQUIP					
ATTRIBUTE	None				
EXP	98400		19680		
GOLD	14760	KILL	24		

STORYCHECK FROM HOUFION WITH LOVE



When he's not piloting the Silver Noah or offering limited choices, Chopin enjoys sailboarding and water polo. He's a Virgo, and looking for the right woman to bring out the beast in him!

Once you've tied up any loose ends and are sure your party members are all well-prepared, have Chopin pilot the Silver Noah to Romalia. From the Skyport, take the walk north to Houfion.

EVENT CHECK!

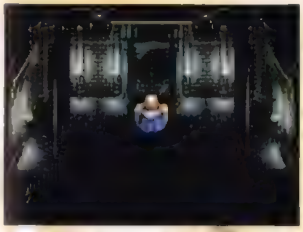
Romalia

Houfion

Zalbad's Chamber

Houfion

As you make your way into the town where Tosh and Shu became fast friends, the scene cuts to General Zalbad's Chamber. Away from the ears of Gaidel, Zalbad revels at knowing he's taking the King for one hell of a ride — quite possibly the last he'll ever take!



Never address mirrors that talk to you. They're always up to no good.

Amidst cheerful musings, a messenger enters the room to report that Arc and the others have arrived at Houfion. After ordering them stopped, the General turns to the Dark One for guidance. Due to your strengthening of Kukuru's Mirror, the seal at the Sabatico Shrine will need a little help...to get it to break. This is where they hope King Gaidel will come in handy...

Meanwhile, over in Houfion, it doesn't take long for the Romalian Patrol Corps to react to Zalbad's orders.

HOUFION (IT MEANS "HEAP O' IRON!")

ENEMIES:

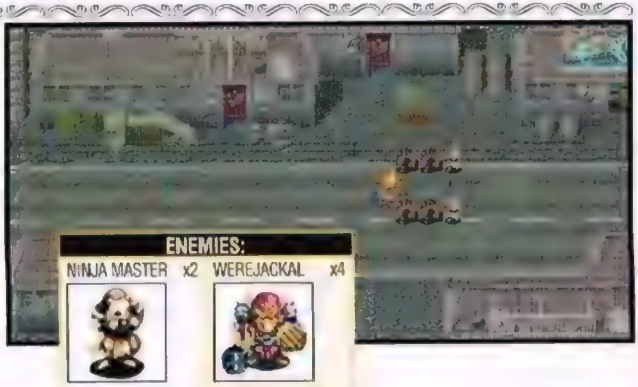
NINJA MASTER x2

WEREJACKAL x4

HASSLE IN HOUFION

Now that you know the Romalians are on to you, you'd better find a way over the wall fast, before you're overwhelmed.

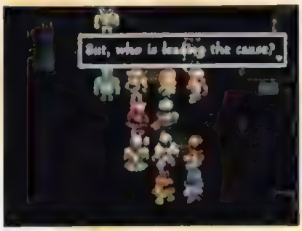
Unfortunately, while snooping around the entrance to the Houfion Bar for anything that may help you find a way to slip into Romalia, you're spotted by yet another military unit, and they're not selling tickets to their annual fundraider!



STORYCHECK

THE RESISTANCE IS ALIVE!

There's a joke here, but Danny's technically a minor, so it would be wrong.



Arc still can't believe that this kid is heading up the Resistance.

EVENT CHECK!

Houfion Bar

Resistance Base

Zalbad's Chamber

Resistance Base

Once Tosh is finished making pudding out of the troops, enter the Bar. Standing at the bar is a familiar looking redheaded squirt. Approach him with either Tosh or Shu and initiate a conversation. It's exactly who you thought it was, Danny—and he's obviously made a full recovery from the wounds you assumed to be fatal. After a lecture on the dangers of underage drinking, Danny tells you he has a surprise for you, then asks you to follow him. At this point he makes his way to the back room of the Houfion Bar and triggers the lever that opens the hidden doorway. After passing through the door, Danny leads you downstairs to the Resistance Base. Surprise! Just like him, the Resistance is alive! Once your shock wears off, Danny fills you in on the details of how they regrouped, and of how he is now their new leader. Now that you have friends in the right places, the possibility of getting inside Romalia seems within your grasp.

As your party gets themselves acquainted with the Houfion Resistance, we cut to Zalbad's Chamber, where a messenger informs him of Arc's meeting with the Resistance. Not wanting any further mishaps where the Martyr Plan is concerned, Zalbad orders the troops to shoot first and ask questions later

Back at the Resistance Base, a plausible strategy for the penetration of Romalia is decided upon. The Romalia Tunnel will be taken by Arc and the rest of your party as a diversion, so that Danny and the members of the Resistance can scale the wall and break down Romalia's defenses from the inside. Just as the final details have been hammered out, another of Zalbad's goon squads storms the room! Danny and the rest of the Resistance hightail it out the back. The mission to infiltrate Romalia has begun sooner than expected, and to get to the tunnel, you'll need to fight your way past these intruders!

RESISTANCE BASE ROBOT RASSLIN'

ENEMIES:

SA-100 x3

PA-100 x3

STORYCHECK

SMOOTH CRIMINAL

Gaidel's beginning to lose his cool here. Maybe the Dark One can calm his nerves...yeah, that's it...

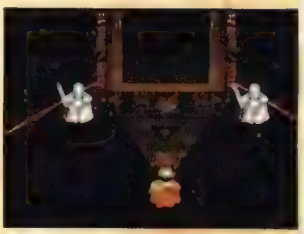
Once past your opponents, quickly leave Houfion and enter the Romalia Tunnel—hopefully you're not too late to take the heat off the Resistance.

As we look in on Gaidel, we see that the King is not particularly pleased with the way things are developing. Fearful that Arc may in fact enter the city, he falls right into your trap and orders most of his forces to the tunnel, leaving Danny and the others with a "Get Into Romalia Free" card. To put his mind at ease, King Gaidel seeks the wisdom of the Dark One. Unfortunately for him, the Dark One doesn't have his best interests at heart, and instead merely strokes his ego.

EVENT CHECK!

- Romalia Tunnel
- Meeting Room
- Romalian Briefing Chamber
- Zalbad's Chamber
- Romalia Tunnel

Cut to Zalbad. As the General and the Dark One conspire against the King, yet another messenger enters to deliver news of Arc's current whereabouts. Like the King before him, Zalbad plays right along with your plan by ordering all of Romalia's military to the tunnel.



Gaidel has no idea he's about to get spanked hard, and the safe word's powerless to stop the onslaught!

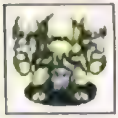
When the action shifts back to Arc and the others at the Romalia Tunnel, you see that the King and Zalbad weren't kidding when they decided to throw everything but the kitchen sink at you—for when Danny and his team leave the area, you're assaulted by wave after neverending wave of Romalian troops turned Chimera beasts. The object of this encounter is not necessarily to defeat them all, but rather to keep the fight going for ten complete battle turns, so that the Resistance will have adequate time to breach the wall. Due to the length and intensity of this encounter, it would be beneficial for you to bring a character who has the ability to heal and is also equipped with the Romancing Stone. Whoohoo! No cost healin'! Just like at the free clinic, 'cept no winos.

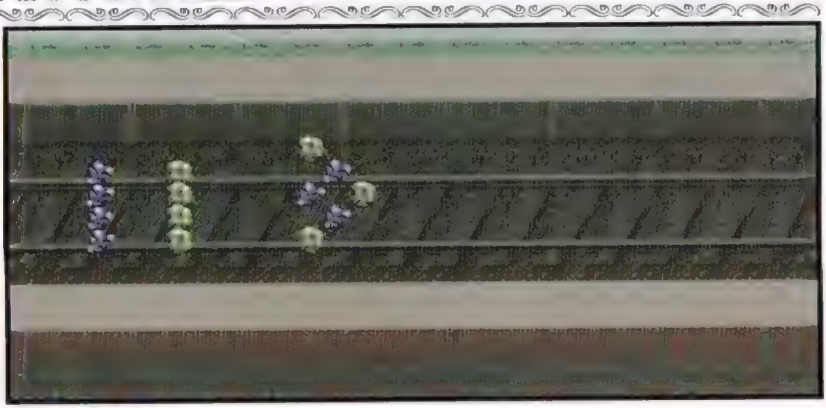
ROMALIAN TUNNEL

ENEMIES:

DARK MAGE

EARTH GIANT





STORYCHECK

Whew! Thank goodness he put the word "apart" in there! It would have been really, uh...sick if he hadn't.

CLAP TRAP

EVENT CHECK!

Romalia Wall

Zalbad's Chamber

Romalia Tunnel

Once the ten turns have played out, Danny leads the Resistance over the wall and into Romalia. When General Zalbad catches wind of this, he realizes that your team was just a decoy meant to stall his troops from stopping the real infiltration squad. It's then that he commands the remaining Chimera soldiers to retreat in the hopes that they can intercept the Resistance. With the tunnel now pretty much unguarded, it's a short stroll down the tracks to where you can practically walk right through the front door. Unbeknownst to you, that's exactly what Zalbad wants! Two birds with one stone...

JOBCHECK

Deliver the Charm

1 LOCATION: **Houfion Guild—Romalia** 2 WEALTH: **2000 G** 3 MERITS: **6**

4 TIME FRAME: **Houfion Guild—After stalling the Romalians in the tunnel for ten full battle turns.**

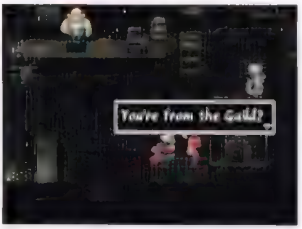
5 DESCRIPTION:

Our client is the mother of a member of the Resistance. She wishes her son to receive a special charm safely. She's waiting in the shop.

This job appears at the Houfion Hunters' Guild once you've successfully stalled the Romalians at the tunnel for ten full battle turns, thus allowing Danny and the rest of the Resistance to breach the wall of the city. After accepting it, head over to the Houfion Shop to meet with the concerned parent. You'll find her to the right of the door. Hmmm...judging by the color of her hair and the description of her son you'd think she was Danny's mother—but she's not. The woman wishes for you to find her son and give him a lucky charm (not the magically delicious kind).

Once the charm is in your possession, leave Houfion and enter Romalia via the Romalia Tunnel, then proceed with the infiltration of the city as planned. During your romp around Romalia, when you reach the point where you've just thrown the third switch, you'll be able to find the Resistance member you're looking for just north of Relay Point Two, between security walls three and four. Upon talking with him, he takes the charm from you and regains his confidence. After delivering the charm, the job is deemed a success. Your reward will be waiting for you when you return to the Hunters' Guild.

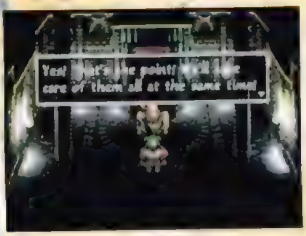
This job must be completed before your party reaches the Romalia Castle Square, otherwise another Hunter will finish it for you.



Shu thinks about saying no and walking away, but decides to score the cash.

"Yeah. She said if the battle goes on too long, she'd send your wubby over next."

STORYCHECK AIN'T NO LOVE IN THE HEART OF THE CITY



It's so hard to make the little people understand grand plans!

Now that the opposition has turned tail, head west towards the city of Romalia. You don't get far before you realize that General Zalbad didn't call off the hounds completely—after all, he at least has to make it look convincing, otherwise you may not fall for his ploy.

EVENT CHECK!

Romalia

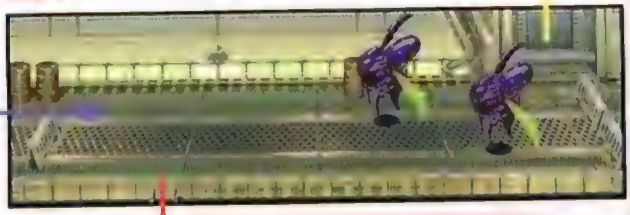
Romalia Castle

Check! ⇨ PG. 529

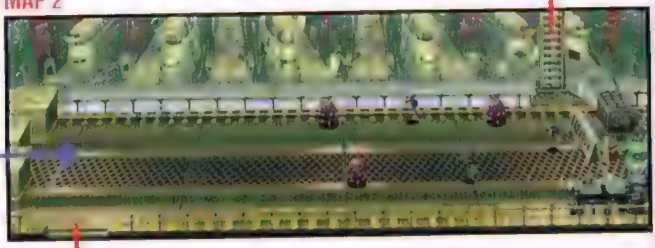
PLAY TIP

Once past the Halloween-themed Chimeras, continue upwards via the ladder to the east (just before the roadblock). Upon climbing to the top of the castle wall, it becomes evident that the Romalians could use some industrial-sized pest strips.

MAP 3



MAP 2



PLAY TIP

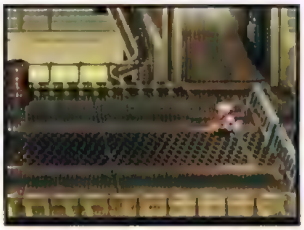
Up the stairs to the northeast you'll find more proof that Zalbad isn't a very gracious host.

MAP 1

ENEMIES:

DARK MAGE x2	SOUL KNIGHT x2	DRUID x2
ZOMBIE MASTER x3	**EVIL BAT x3**	**TYPE-A CLONE x2**

Check! ➪ BUGS....WHY'D IT HAVE TO BE BUGS?



Arc wants nothing more than a shower after taking on those huge bugs.

After taking care of Zalbad's insect problem, you'll notice that to the east a large steel door has opened. Hmmm...looks like an invitation.

TYPE-A Clone

LEVEL:	98	ATTACK:	66	JUMP LEVEL:	0
RANGE:	5	MAGIC:	26	THROW LEVEL:	3
HIT POINTS	309	DEFENSE:	58	COUNTERATTACK LEVEL:	3
MAGIC POINTS	131	AGILITY	20	CATCH LEVEL:	3
ABILITY	Death Spark	ABILITY	Death Crash		
ABILITY	—	ABILITY	—		
ABILITY	—	ABILITY	—		
ATTRIBUTE	Earth				
EXP	19600		3920		
GOLD	490	MDL	9		
ITEM	Brass Knuckle or Breaker				

STORYCHECK

TIME TO ENTER THE CITY

Zalbad remains curiously quiet around this time, then ignores the question entirely. Guilty!

Question is, if this soldier knew that, why'd he sign up for the Romalian military?!

EVENT CHECK!
Romalia Castle

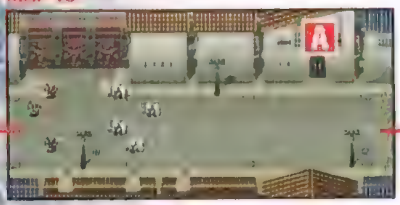
Not too far away, over at the Romalian Castle, we can see who the invite WASN'T from. Obviously upset that the one man standing between him and the intruders has dropped the ball, the King gives Zalbad a serious tongue-lashing before retreating to the briefing chamber where he makes contact with the Dark One. As before, the entity strokes Gaidel's ego, filling his head with disinformation in the process. Stupid mortals...once Gaidel pushes the button, it's all over for humanity.

As we return to our heroes, you're asked to form a new party for the remainder of your trip to the castle, after which you enter the city proper. Once on the streets of Romalia, if you decide to leave by exiting to the south (careful, it doesn't ask if you'd like to "leave the area" before sending you out), you'll be taken directly to the Map of Romalia. The same holds true for your return trip, whereupon choosing the ***Romalia Tunnel***, you're brought back to the same spot you left the city from—no hiking all the way through the tunnel and over the wall. Anyway, now that you've made your character selections, head north towards the castle, killing anyone or anything that gets in your way. A word to the wise—when fighting the Arch Mages, DO NOT group your characters together. These particular foes have a nasty penchant for casting spells that can severely poison your entire party, or worse, put them to sleep! Be careful of your strategy around them!

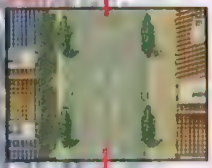
ROMALIA

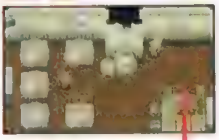
ITEM!
1 Garnet
2 Death Rosary
3 Power Nut
4 Blood Bomb
5 Tower Guard
6 Crazy Face

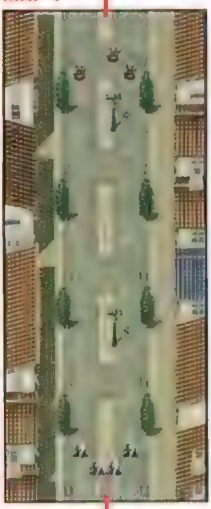
Check6 ⇨PG. 537

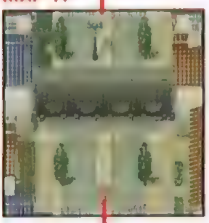


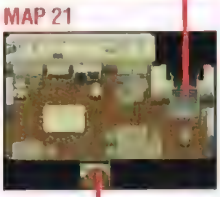
Check3 ⇨PG. 536











START

Check1 ⇨PG. 535

ENEMIES:

MAP 13

Check4 ⇨ PG. 536

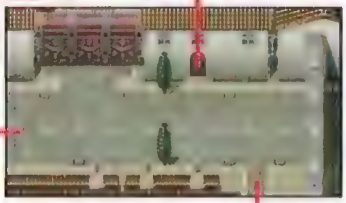
MAP 27

MAP 12

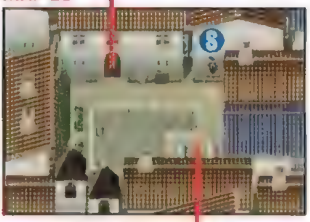
MAP 26

MAP 14

MAP 11



MAP 25

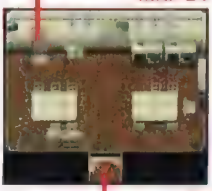


MAP 8

MAP 9

MAP 10

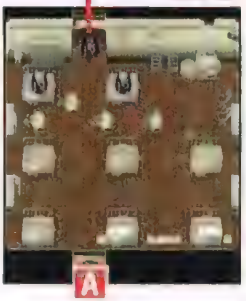
MAP 24



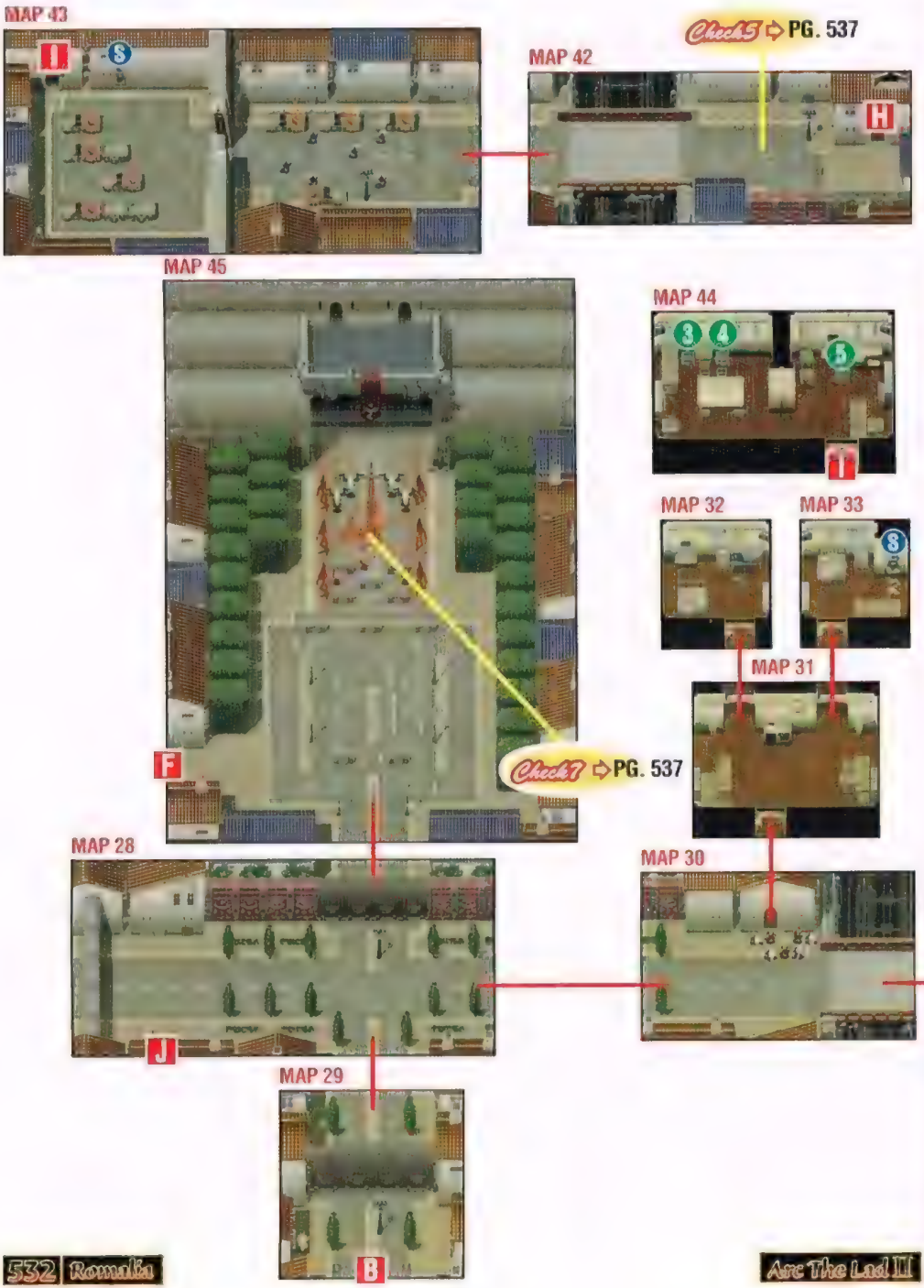
MAP 7

Check3 ⇨ PG. 535

MAP 23



MAP 6


MAP 43
I
S
Check5 ⇨ PG. 537
MAP 42
H
MAP 45
F
Check7 ⇨ PG. 537
MAP 44
3
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MAP 32
MAP 33
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MAP 31
MAP 28
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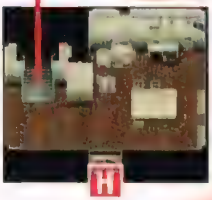
MAP 30
MAP 29
B

MAP 38

MAP 39

MAP 40

MAP 41

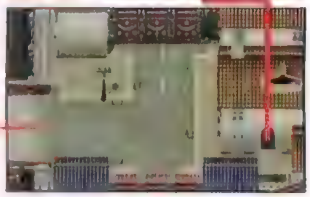


MAP 37

MAP 36

MAP 35

MAP 34



ITEM!
1 Force Staff
2 DarkWonder Card
3 Strengthen Fruit
4 Book of Cravis+3
5 Palo's Nut

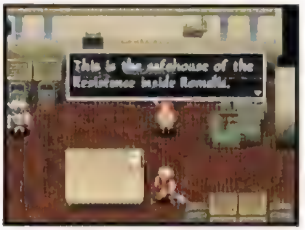
ITEM!
1 Life Stealer
2 Emblem of Tery
3 Muse
MAP 54
MAP 53
MAP 55
MAP 52
MAP 56
MAP 51
MAP 48
MAP 50
MAP 49
MAP 58
MAP 57
MAP 59
MAP 47
MAP 46
MAP 60
MAP 61

Check 1 ⇨ WELCOME TO THE SAFEHOUSE

Upon defeating the guards at the first intersection (otherwise known as Relay Point One), your advance hits a wall. Actually several at once. To prevent your party from progressing any further north, the Romalian Patrol Corps raises a series of immense security barrier walls. A quick scan of the surroundings turns up Danny coming out of a house to the east. After approaching him, Danny leads you inside (Map 21) to meet up with the other members of the Resistance and discuss your options.

Now that he's grown up a bit, he prefers to be called "Dan".

Within the confines of the safehouse, Danny tells you of the five barrier walls that lie between you and the castle. Each of these barrier walls is wired into the master system, which in turn can be overridden on a wall-by-wall basis if you locate the corresponding switch. In other words, flip a switch and you get past a wall. Not a new concept. Though Danny says that you'll need to lower a minimum of four walls, if you cut through houses and use a certain "Underpass" (see Check 6, on page 537) which you will come to later, your objective can be reached without lowering even a single wall.



Fairly obvious statement here.

When you're ready, leave the safehouse and head east across the bridge to begin the task of lowering the walls. The safehouse can be used at any point before you reach the castle if you feel the need to rest or save your progress. If you decide to leave Romalia from this point on, upon your return, you'll be given an overhead map of the city from which you can access any of the Relay Points you passed through previously.

Check 2 ⇨ THE FIRST DOOR TO THE LEFT

When you hit the eastern border of the city, head north until you reach the next intersection (Map 11). From there, walk slightly west and enter the first available house on the northern side of the street.

You know the drill by now.

Wait a minute! This is just surplus licensed product from The Phantom Menace!

Upstairs on the wall at the northwest you'll find the switch that controls the first security wall. After turning this switch on and lowering the wall at Relay Point One, head back outside and start walking west. A short distance from the house, you'll come to a bridge blocked by what looks like several large stones (Map 14). Upon taking a second look, you see that they aren't stones at all! Yikes!

Check3 ⇨ TAKIN' CARE OF BUSINESS

Across the bridge at Relay Point Two you'll find security wall three. To its left is the switch that lowers wall number two (found to the south of your current position, between walls one and three). From the switch, continue to the west and enter the next house you can (Map 16).

This is how a mime talks in a video game. He's miming "Hey!"

You'll find the third switch across the street from the back door of this house, in Map 25. Turn this switch on to put security wall three out of commission. If you accepted the job "Deliver the Charm" from the Houfion Guild before starting the raid on Romalia, now would be a good time to wrap it up. If you didn't, you may want to consider returning to the Guild to take on the assignment before going on any further.

Once you've wrapped up the job (one way or the other), enter the house to the west of switch three. If you'd like the items on the second floor, attempt to talk to the Resistance member blocking your access at the foot of the stairs not once, not twice, but three times. Doing this will alert the Romalians to your position, thereby triggering him to leave.

Check4 ⇨ PIECE DE RESISTANCE

As you did before, exit this house by the back door, then head east once you're back out on the street. You don't get very far past Relay Point Three before coming across a group of Romalian troops bullying a member of the Resistance (Map 30). Repeatedly attempt to communicate with the troops to draw their attention to you instead.

Confront the gang of Romalians playing tag-team atomic wedgie dispenser.

Once you've saved the Resistance member, he thanks you and walks away, thus allowing you to enter the house entrance he was blocking. It's in the rear right room of this house (Map 33) that you'll find the next switch you'll need to turn on. After doing so, the fourth security wall falls.

Leave the house and continue east, entering the house in the alcove at the end of the street. On the third floor (Map 37) is an open window, which leads onto the surrounding rooftops.

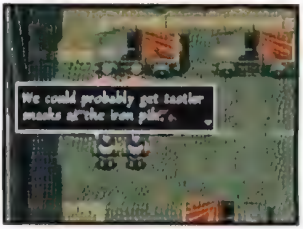
Actually, after wedgie number 6, he WISHED he was dead.

Check5 LOOKS GOOD ENOUGH TO EAT

Far to the northwest is another open window (labeled "G"). Make your way through it.

By exiting this new house at street level (Map 42) and heading west, you'll come across more of the Romalian Special Corps (Map 43), this troop "hungry" for action.

Just as you've fixed it so their tummies never growl again, the gate to the west opens and another guard passes through it. After he leaves in such a hurry that he forgets to close the gate, proceed through it to find the final switch on the wall nearby. After turning it "on" and lowering the security wall at Relay Point Three (the one closest to Romalia Castle), if you feel like tormenting the guard, he's hiding in the corner to the southwest. Once you've had your fun, check inside the building next to the switch. Here you can pick up a few belongings that the guards won't be needing anymore.



If they just had some dipping sauce, it would taste fine.

Once you're through raiding the chests, return across the rooftops to the area to the south, and from there head north up the city's main street to announce your arrival at Romalia Castle Square.

Check6 BACKDOOR HEROES

If you'd rather sneak in the back way (and pick up a little more experience in the process), after defeating the guards just prior to the fifth switch, instead of heading north from Relay Point Three, return to the street outside the first house you cut through— the one just west of Relay Point Two. Once there, head further west to reach the Underpass Entrance area (Map 18), where Danny fills you in on an alternate route to the castle.

After the boy leaves, duck inside the Underpass (Maps 46 - 61) and follow its many twists and turns towards the castle. Along the way you'll need to turn off any steam jets that impede your progress by way of the switches on the walls. When you finally reach the opposite end you'll emerge from the exit tunnel in a small back alley (Map 61). A quick jog to the east gets you to the Castle Square—and Zalbad!

Danny is unfortunately about to reenact the "zipper scene" from *There's Something About Mary*.

Check7 WHAT TIME IS IT?

Regardless of which path you took to get there, General Zalbad will be waiting for you once you arrive at the Castle Square. High above, from the safety of the front balcony, the General sics his royal guard on you. Hey boys and girls, what time is it? BATTLE TIME!!!

Emphasis on "bad"!

Zalbad isn't kidding. His troops are all business here, but he's a coward.

STORYCHECK

EVIL THIS WAY COMES

Zalbad makes a bold pronouncement.

After dealing with the hired help, it's time to take on the big cheese himself. General Number Four—*come on down!* Or maybe not. Instead, Zalbad runs away like the little turd he is.

Deep inside the castle, King Gaidel whines to the Dark One of how Zalbad has failed yet again. Blah, blah, blah. The Dark One has got to be sick of him by now. After a smidge more whining, Gaidel continues his streak of mistakes by launching the Sky Castle...

Outside, Arc senses something... Something very wrong... (See Sky Castle—Part 1 Animecheck)

Far below, Danny is stupefied by what he and the other members of the Houlion Resistance see. (See Sky Castle—Part 2 Animecheck)

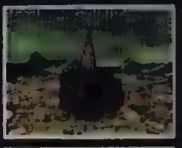
Back at the castle, an obviously pleased King Gaidel looks to the Dark One for approval.

Meanwhile, on the streets of Romalia... knowing that the appearance of the Sky Castle can only mean one thing, your characters rush to the Skyport where they hope to board the Silver Noah.

ANIMECHECK

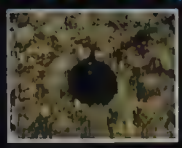
SKY CASTLE—PART 1

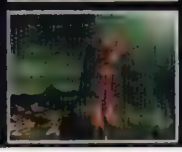
FADE IN ON:
EXT. ROMALIA
Start with a 3/4 OVERHEAD shot of the town of ROMALIA. Beginning a SLOW PAN to the LEFT.
CUT TO a TIGHT SHOT of the TOWN. The CAMERA PANS to the LEFT and DOWN to the POV of the townspeople. The GROUND begins to shake and the ROAD is SPLIT in two.
CUT TO a VIEW underneath the STREET. As the GROUND falls away, the SKY CASTLE emerges in the BACKGROUND.
CUT TO a WIDE SHOT of the SKY CASTLE floating above the town of ROMALIA.
CUT TO the POV of the townspeople. The SKY CASTLE can be seen in the distance. The CAMERA then moves BACKWARDS. A LARGE COLUMN falls toward the CAMERA.
FADE OUT.



ANIMECHECK

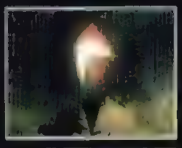
SKY CASTLE—PART 2

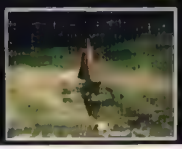




FADE IN ON:
EXT. ROMALIA
The CAMERA is located above the SKY CASTLE looking down toward ROMALIA.
CUT TO a CLOSE-UP of the SIDE of the CASTLE. As the CASTLE rotates, ROCKS and OTHER DEBRIS fall to the ground below.
CUT TO a SHOT looking UP at the SKY CASTLE. The CASTLE continues to rotate as it climbs high into the SKY.
CUT TO a WIDE SHOT of the SKY CASTLE. The MIDDLE of the SKY CASTLE is surrounded in SMOKE as it hovers above the CITY.

FADE OUT.





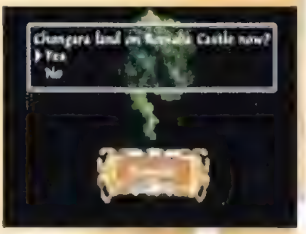
STORYCHECK

SILVER NOAH DOWN

Great! Nooow, he tells us!

Inside the Romalia Skyport, Chongara stops you at the terminal to let you know an extremely important detail—due to prior damage to the Silver Noah, if you use it to reach the Sky Castle, it's likely to be a one-way trip. You must now make a decision. Do you ***Go now!***, and take your best shot at stopping King Gaidel, the Dark One, and General Zalbad? Or, would you rather ***Go later***, thus giving yourself the opportunity to rest, buy more supplies and do any side quests or jobs that you may not have gotten around to doing yet? Choose wisely, as there's no backing out once you've made the decision to leave for the Sky Castle.

Should you choose to ***Go later***, you'll then be given the option of staying in Romalia, or traveling to any of the other countries. If you elected to leave the country, after completing your final preparations, return to Romalia and choose to ***Land on Romalia Castle*** in order to attempt your infiltration of the Sky Castle. On the other hand, had your decision been to make one last trip to Houfion...when you're ready, make your way over to the Romalia Skyport and speak to Chongara to prompt him to ask you if ***You're sure you wish to go*** to the Sky Castle.

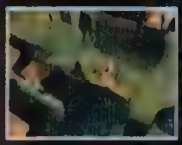
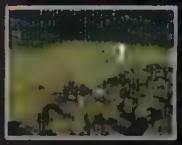
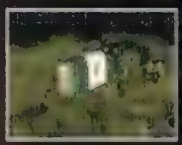
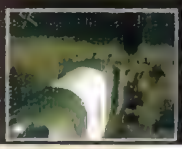


Sure, why not?!

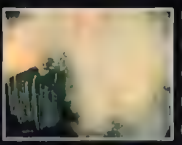
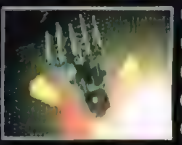
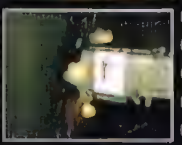
Should you instead choose to ***Go now!*** when initially asked, fasten your seatbelt—'cause it's gonna be a bumpy ride!

ANIMECHECK

THE CRASH OF THE SILVER NOAH

FADE IN ON:
EXT. ROMALIA
The CAMERA starts PANNING to the LEFT over the top of ROMALIA. The SHADOW of the SILVER NOAH can be seen on the SIDES of the BUILDINGS.
CUT TO A WIDE SHOT of the SILVER NOAH. As the AIRSHIP cuts through the thick smoke and debris, ROMALIAN FIGHTERS can be seen closing in on the AIRSHIP.
CUT TO A WIDE SHOT of the SILVER NOAH. As the SILVER NOAH approaches the SKY CASTLE, ROMALIAN FIGHTERS begin to FIRE on the AIRSHIP.
CUT TO A CLOSE UP of the SILVER NOAH. The CAMERA is positioned just above the TAIL SECTION of the AIRSHIP. The SKY CASTLE is VISIBLE in the BACKGROUND of the SILVER NOAH. ROMALIAN FIGHTERS continue their assault on the AIRSHIP.
CUT TO A TIGHT SHOT of the SKY CASTLE. From the POV of the COCKPIT of the SILVER NOAH, the SHIP crashes into the side of the SKY CASTLE.
CUT TO An OVERHEAD SHOT of the SILVER NOAH crashing into the SKY CASTLE.
CUT TO An UNDERNEATH SHOT of the SILVER NOAH crashing into the SKY CASTLE.
CUT TO A LEFT VIEW of the SILVER NOAH crashing into the SKY CASTLE.
CUT TO A WIDE SHOT of the SKY CASTLE. The SILVER NOAH can be seen firmly embedded in the side of the SKY CASTLE. A small explosion can be seen, as the SKY CASTLE tilts to the RIGHT.
FADE OUT.

STORYCHECK WELCOME TO THE SKY CASTLE

Chopin makes some nervous pilot small-talk.

Inside the cockpit of the newly decommissioned Silver Noah, you take control of Arc. After a few words from Chongara and Chopin, make your way through the hole in the left wall of the cockpit to whatever fate awaits you during your fun-filled trip through the Sky Castle.

Upon selecting the members of your boarding party, you hop from the wreckage of the airship. You don't get very far before the welcome wagon shows up!

ENEMIES:

BLACK SKELETON x6

BEFORE GOING FORWARD...

Arc is hoping to run into team cha-cha-cha. He needs cologne badly at this point.

Once you've sent these latest foes back to the boneyard, it may be in your best interests to return to the Silver Noah and take a look around the interior of the airship. In the compartment just behind the cockpit you'll find both a Journal to save your game's progress (a word of warning, though: your game is now at a point where you will not be able to return to the world below, so don't paint yourself into a corner by saving over your old files) and a cot that you can use to rest on and replenish your Hit and Magic Points. In the northern room upstairs on the second floor, you'll find a cornucopia of shops, useful devices and sources of information. These include...

INSIDE THE SILVER NOAH

Diekbeck's Experience Allocation Device:

Just what it sounds like. Step onto the scale-like device to distribute between the party members of your choice any experience Diekbeck has collected.

Chongara:

Ask Chongara nicely and he'll show you the Monster Book. This book contains the character portraits and detailed stat listing for your entire party, as well as each of the enemies Lieza has performed a "Search" on.

Smith:

By talking with the Smith, you'll gain access to the full assortment of services found in both the Aldia and Brakia Smith Shops, which include judging an item's use, raising an item's level—normal and maximum—adding an effect to an item, raising the offense or defense of an item, and last but not least (okay, maybe it is the least), item personalizing. As if all that wasn't exciting enough, you'll also be able to access those services of the Combine Shop on Yagos Isle.

Mother Claire:

Speak to this seer to sell or change the class of any of your captured monsters, as well as add an extra ability or two to your characters' magic roster. For more specific details on Mother Claire, see ***The Claire Witch Project*** (Page 372).

Silver Noah Shop:

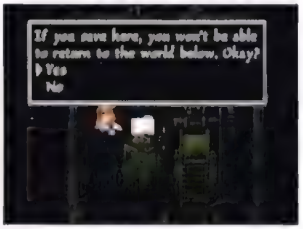
It's a shop—you should know how it works by now.

SILVER NOAH SHOP	
Strengthen Fruit	1375 G
Revival Dust	1000 G
Cure-All	1000 G
Spirit Blade	8000 G
Hell Ax	12000 G
Morning Star	12000 G
Soul Dagger	10000 G
Halberd	9000 G
Borpal Club	12000 G
War Staff	6000 G
Brass Knuckle	6000 G
Boots	3500 G
Gong Cymbals	15000 G
Dragon Whip	10000 G
Dimension Gun	20250 G
Breaker	8000 G
Dino Fang	10000 G
Death Mask	10000 G
Dark Sickle	16000 G
Miracle Card	10000 G
Legacy Beads	8000 G
Grenade Gun	20000 G
Slayer Heavy Suit	7500 G
Battle Armor	4000 G
Bronze Guard	10000 G

SOME FRIENDLY ADVICE....

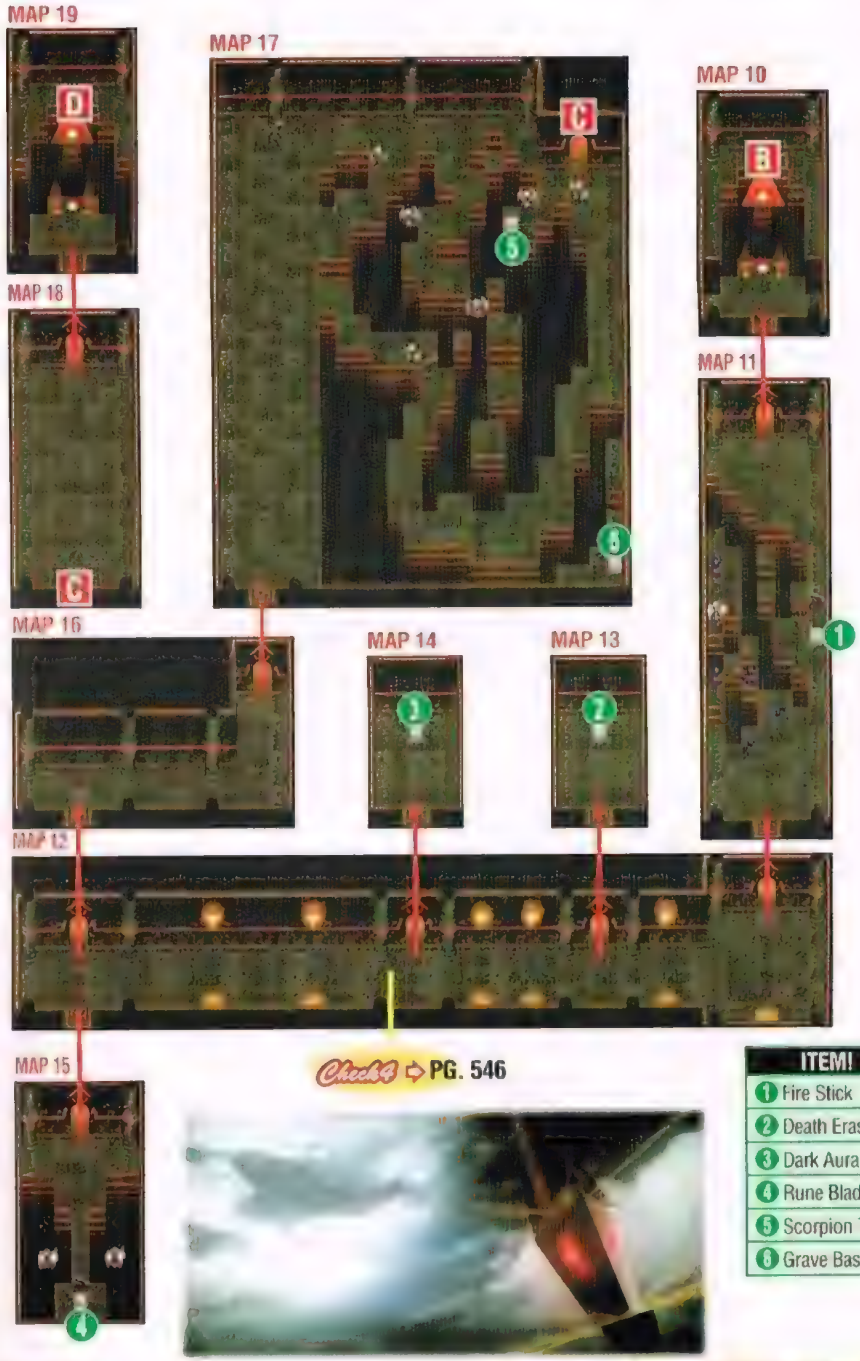
A bit of advice that might come in handy... Save your Goz and don't raise the levels of any weapons you buy onboard or may have that still need a tweak or two until just before the final boss encounters (at which point you'll wish you'd saved your money to raise those instead... Goz can go quickly when raising levels on some of the more powerful weapons). If nothing else, you'll at least be able to raise your existing ones somewhat through normal use in battle.

When you're done shopping, return through the hole in the cockpit and re-enter the Sky Palace to begin the final steps of your journey into the history books.



They're not kidding here! Make sure you have at least one save left BEFORE the Sky Castle.

ENEMIES:
ARK GHOUL
BISHOP
BLACK DRAGON
BLACK SKELETON
CAA-5
CAM-6
DEATH PRIEST
DRAGON ZOMBIE
GHOST KNIGHT
GRIFFON
IFREET
KING DRAGON
SOUL KNIGHT
ZOMBIE MASTER
ITEM!
1 Magic Apple
2 Rune Guard
3 Death Illusion
4 Death Needle
MAP 9
MAP 8
MAP 4
MAP 3
MAP 7
MAP 5
MAP 2
MAP 6
MAP 1
START
Check3 ⇨PG. 545
Check2 ⇨PG. 545
Check1 ⇨PG. 545

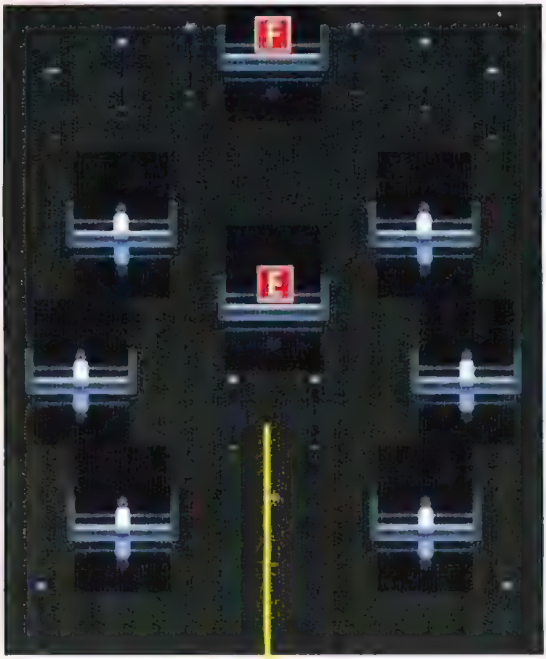

MAP 19
D
MAP 17
C
MAP 10
B
MAP 18
C
MAP 11
MAP 16
MAP 14
MAP 13
MAP 12
MAP 15
Check4 ⇨ PG. 546
ITEM!
1 Fire Stick
2 Death Eraser
3 Dark Aura
4 Rune Blade
5 Scorpion Tail
6 Grave Basher

MAP 20

MAP 21

MAP 22

MAP 23



Check 5 ⇨ PG. 546

MAP 27

MAP 26

MAP 25

MAP 24

PLAY TIP FOR CHECK 5

As you successfully pass each test, and are subsequently returned to the main chamber to take control of another character, the door to the trial room you just left shuts forever. Once you've passed any six trials of your choosing, and as such have closed all six of the lit doors, the true exit will be revealed—directly above the door where you entered the chamber initially. Through this door is a linear series of rooms, at the end of which you'll find another warp.

Keep in mind that the door where you entered the chamber initially, also reopens after the six soul-searching episodes, giving you the opportunity to heal and save.

Also, the first two rooms of each trial are not shown in the walkthrough since there is no fighting (except for Gruga's test). The final room of each trial will be shown next to each character's text.

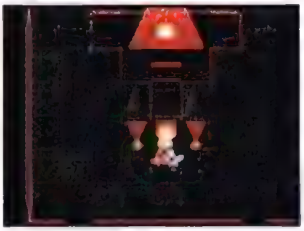
Check1 ➪ A QUICK NOTE BEFORE PROCEEDING

While making your way through the Sky Castle, any deviation from the route which takes you to Zalbad and the others will eventually lead you to a dead end containing either an item or a swarm of angry Chimeras. Also, due to the "Undead" nature of the foes that you'll encounter during this next leg of your adventure, characters with the "Dispel" ability make an excellent addition to your battle party.

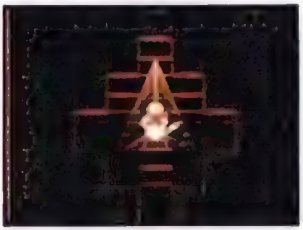
Sister Christian, oh the time has come...and you know that you're the only one to say...okay.

Check2 ➪ BEFORE WARPING...

Whether you choose to head straight for your primary targets or search the side rooms, you'll need to use the pyramid-shaped warp points you find along the way to teleport yourself further into the Sky Castle. Once you come across one, step onto the brightly lit circular floor-panel between the two small rotating crystals. From there you'll automatically hop over to the warp point to continue on your way. The first of these warps can be found in the southwestern room (Map 5) off the second hall (Map 3).



Step into the light...

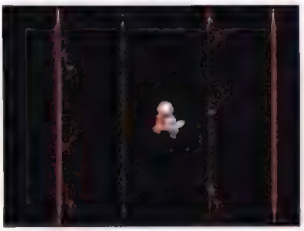


Fortunately, these have been thoroughly tested...well, at least we're pretty sure they have been.

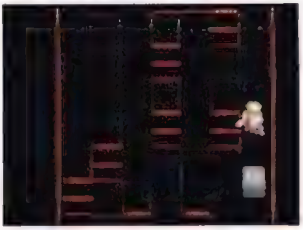
Check3 ➪ A LITTLE SIDE TRIP...

After making the brief side trip to get the **Death Needle**, return through the warp to the second hall and proceed across the long bridge found through the door to the northwest (Map 8).

The second warp can be found just after it, to the northwest (Map 9). Use it to proceed.



Long halls and evil-aligned plasma energy on the way to...destiny!



One should never trifle with Romalian treasure chests when *death* is on the line...

Check4 ➪ THE CORRIDOR OF CHOICES....

Along the walls of the next hall you come to (Map 12) you'll have several choices as far as rooms to explore.

Decisions, decisions...

Once you've searched the extra rooms to your heart's content, pass through the door at the northwest end of the hall. One winding hall later and you'll arrive at your next encounter (Map 17). Be careful when poking around this room, as the Ghost Knights that appear have a tendency to repeatedly cast "Charge". Getting hit by an attack after they've done that gives you one hell of a boo-boo, so make sure you bring the big boo-boo better juice. If you want to open the chest on the island at the southeast corner of this room, you'll need to do so during the battle, as once it ends, you can't make the jumps it takes to reach it.

Beyond this, and the next room, lies the third warp point (Map 19). Hop into it to be teleported to a new area. If you decide to return to the first area at any time, you'll be asked to reform your battle party once you walk into the warp.

Check5 ➪ MORE ROMALIANS....

A few rooms south of the warp in this new area, you'll come across two rotating, transparent, Sky Palace-shaped crystals (Map 22). The red-tinted one on the left works as a Hit and Magic Point regenerator and completely refills your party to their maximum levels when used, while the blue-tinted one to the right acts as a save spot.

Hey! What happened to the "eat me" and "drink me" items that were supposed to be here?!

Once through the door to the south, it slams shut. Six others then open—three along each side of the chamber. You've stepped into a trap, one which was designed specifically to keep you from reaching your ultimate goal. At Arc's suggestion your party splits up to search through the darkness for the exit. At this point, each of the six lit archways that are now accessible to you contain an unspecified test of resolve which your characters must pass—alone—if they want to find a way past this madness! What exactly the test involves depends on which character you pass through each archway.

NO! It's a bad idea! They wouldn't try this if they'd seen ANY teen horror movie!

To start a trial, while controlling the character of your choice (if you'd like to switch characters, approach and converse with the party member you wish to use to be given the prompt that will allow you to make the swap), enter any of the six lit archways, the door to which will then shut behind you, sealing you in until the trial is over—one way or the other! Inside, make your way north until you meet up with someone—or something—from your party member's past, at which point the trial will then begin. The trials available to you include:

ARC

In his test of will, Arc finds Kukuru. The Sacred White Clan Priestess tries to tempt Arc by telling him that their struggle is over... that they were chosen to begin again in a new world, one not sullied by the ravages of man. When asked to come with Kukuru to this new world, tell her ***No***, or Arc's spirit will be taken over by darkness. Calling her bluff leads to the Chimera behind this charade to reveal itself. The battle for Arc's soul then begins.

ENEMIES:

ARCH FIEND x1

POCO

Here we see a flashback of Poco as a young boy being tormented by a group of bullies. When the young Poco asks you for help, choose instead to ***Watch***. In trying to teach the boy a valuable lesson, you'll draw out the Chimera who's controlling this test.

If you chose to ***Intervene*** when the boy originally asked for help, you'll fight one of the bullies. After defeating him, the bully asks for your forgiveness. Choose ***Okay*** or Poco's spirit will be consumed by darkness. In forgiving the bully, Poco gets the Chimera Warlock who was masquerading as his younger self to show himself.

In either scenario, with the Warlock's destruction, Poco is deemed triumphant.

ENEMIES:

BULLY x1

WARLOCK x1

TOSH

The red-haired hellion demands that they get right down to business during his trial. Happy to oblige, the Chimera Warlock summons up Tosh's brethren. Should he choose to abandon his quest, Tosh's adopted family would be reunited. Oh well, it was a nice thought, but not today! Decline and get ready to kick some undead hide!

ENEMIES:

DEMI ZOMBIE x2

WARLOCK x1

IGA

A blast from the past awaits Amaidar's star pupil when he steps through one of the glowing archways. Blaming Iga for allowing them to be betrayed, it SEEMS like three of the monks who were sent to Romalia under the orders of the evil Archmonk take great delight in showing him their new Chimera forms! Of course, we know that this is some kind of evil trick.

ENEMIES:

DEMI-ZOMBIE x3

GOGEN

The elderly wizard seems to reunite with the original members of the Seven Braves once his trial gets underway. They ask if he believes the world to be truly worth saving, then go on to remind him of how they tried to save it in the past, but mankind squandered the chance that was given them. For that, the "Braves" have given up on humans, and tempt Gogen with the offer of returning to their ranks and coming with them to start fresh without the interference of man. When this gesture is tossed out, politely decline by telling them ***No***, or Gogen's spirit will forever be enslaved by darkness. Infuriated by his refusal, Granada, the leader of the phony Seven Braves, turns on his former colleague—and once he does, the Chimera posing as Gogen's old friend reveals itself.

ENEMIES:

ARK GHOUL x1

ELC

Elc isn't fooled as easily as the Romalians would like, when he comes face to face with the temptation they've created for him. The Hunter extraordinaire doesn't give it even a moment's consideration when they offer him a new life with a clone of Mariel, his friend whom he was forced to fight while trapped by Gallarno at the White House Facility.

ENEMIES:

MARIEL x1

WARLOCK x1

LIEZA

Far from Holn, the young Beasttalker meets the loved ones she lost during this long and perilous journey—one of which, her Grandfather, begs her to give up and let the humans get what they deserve. While her parents look on in silence, Lieza's Grandfather asks that she remain here with them. You must refuse this offer by telling him ***No***, or Lieza's spirit will be lost. In doing so, Lieza lets on that she knows that they are not her real relatives. Now that the jig's up, the Chimeras revert back to their true forms.

ENEMIES:

DEMI-ZOMBIE x3

SHANTE

The sultry lounge singer meets up with the parents who long ago abandoned both her and her brother Alfred. No sooner does Shante begin to explain why she can never forgive them than Alfred appears and threatens to do away with them for her. Tell Alfred to ***Wait!***, for if he kills them, Shante's spirit will wither away in the darkness. Unfortunately, the trade off in doing this is that this phony Alfred turns his anger and hatred from his parents to his sister!

ENEMIES:

ALFRED x1

SHU

Upon stepping into one of the archways for his trial, Shu comes to find someone best left forgotten... someone who brings the memories of his all too violent pre-Hunter past as an assassin flooding back. Shu's in for the fight of his life...

ENEMIES:

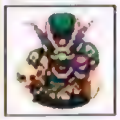
ARCH FIEND x1

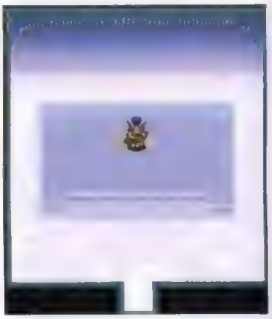
DIEKBECK

With no feelings or emotions to toy with, the Romalians instead try to confuse Diekbeck's logic circuits by summoning forth an image of the man who created the android during the Ancient Era. When reminded of the fact that he's going against his programming by helping the humans he's with now, Diekbeck calls his bluff.

ENEMIES:

WARLOCK x1



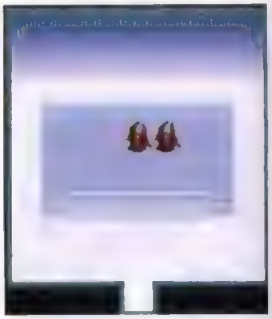


SANIA

Loving parents await the Princess once her test of resolve begins. Fearing that her life has become devoid of all save the need to avenge their deaths, the once-King and Queen of Millmana plead that their daughter let go the anger and hatred within her, and live out the rest of her life in peace. It's when Sania tells them of the new life that she's found upon meeting up with her current companions that they try a more direct approach!

ENEMIES:

DEMI-ZOMBIE x2



GRUGA

Through an archway the muscle-bound warrior goes, what he'll find there nobody knows. Niedel soldiers from days long past... That's okay, he'll kick their ass. In the next room you find two more. They're lame and weak, the fight's a bore. This goes on most of the night, until when asked, you choose ***Do not fight***. Pay no mind when they strike you, for it does no damage to the wandering Gru. Make the same choice again and again, or you'll have to keep walking 'til we don't know when. After three times the Chimeras appear—time to show who's the master of fear!

ENEMIES:

NIEDEL SOLDIER x2

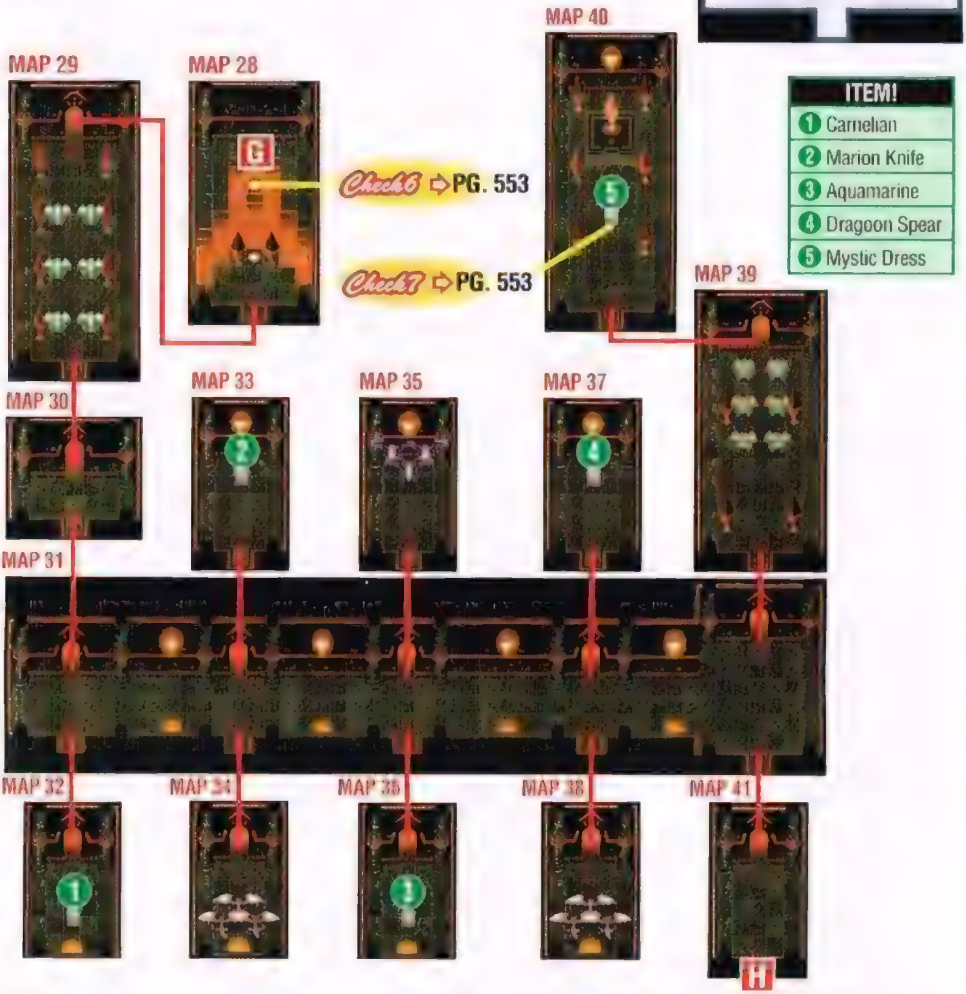
DEMI-ZOMBIE x2

CHOKO

For those of you lucky enough to have this little powerhouse along with you for the ride, you'll be happy to find that her trial involves eating free tasty treats offered to her by one Mr. Baker. Due to her innocence, no matter which choice you make, everything turns out peachy. This, though, ticks off Mr. Baker, who then shows Choko his impression of the monster from Jeepers Creepers.

ENEMIES:

ARK GHOUL x1



ITEM!

1. Carnelian
2. Marion Knife
3. Aquamarine
4. Dragoon Spear
5. Mystic Dress

MAP 50

MAP 47

Check8 ⇨PG. 553

MAP 46

MAP 49

MAP 48

MAP 45

MAP 52

Check9 ⇨PG. 554

MAP 42

MAP 44

MAP 51

MAP 43

Check6 ⇨ THEY...KEEP...COMING...

After using this fourth warp (at which point you'll be asked to reconfirm your battle party selections) to reach the next area (Map 28), begin heading south.

A few rooms later you'll come to a hall (Map 31). It's important to keep these rooms in mind if you need to level-raise. Unlike the other rooms in the Sky Castle, these are the only rooms in which their occupants will regenerate each time you enter the rooms.

Stay on target...stay on target...

Check7 ⇨ LAST CHANCE TO HEAL!

Once you've passed through the door to the northeast, and have fought your way past the horde of dragons that inhabit the next room, you'll arrive at a second room (Map 40). This northern room contains an item which could be very helpful in the battles soon to come, as well as a crystal, which upon inspection will restore your party's Hit and Magic Points to their maximum levels.

After using the crystal, return to the hall and take the remaining door to the southeast. A few rooms to the south, just past the long bridge, you'll find another hall (Map 43).

This, of course, is silly unless you have Lavender around.

Check8 ⇨ FOUR TRIALS?

A few rooms north of the bridge is a large chamber (Map 46). Each of the four corners of this chamber houses a small room, and at its center is a transparent crystal. Any attempt to inspect the crystal at this time prompts the following message: ***The four trials must be cleared first.*** Hmmm... Four trials... Four rooms... Hmmm... Are you thinking what we're thinking? Hmmm... Did we mention, "Hmmm..."? After you're finished "Hmmm..."ing, begin entering the four smaller rooms within the chamber.

With the defeat of the foes found throughout the four smaller rooms, you'll have passed the trials the crystal refers to. To claim your reward, inspect the crystal in the center of the main room. Your prize? The door to the north opens! Through this door is a bridge, and across that bridge is the next warp point (Map 52). It's now all or nothing time, for this warp will deliver you straight to General Zalbad!

These are nothing compared to the battles you're gonna have once they're cleared.

NOWHERE TO RUN THIS TIME!

After taking the fifth warp, you come face-to-face with the man who ran like a little girl away from the battle at Romalia Castle Square. Apparently General Zalbad has gained a bit more confidence since last he saw you, as he decides to stay the distance this time around.

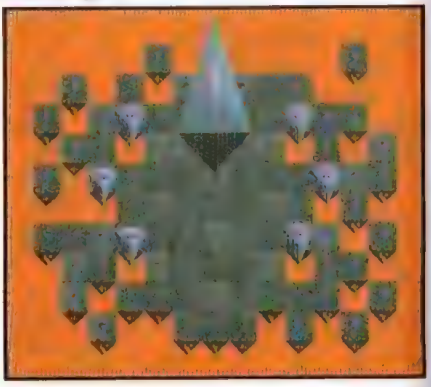
"I've put glue on your shoes!"

Hoping to stall you while King Gaidel revives the Dark One in the room beyond this one, the General goes on and on with his lengthy speech on how smart he and the others were to have concocted such an elaborate plan in the first place. Blah, blah, blah... Yeah yeah, brilliant. And he'd have gotten away with it too (or so he thinks)—if it weren't for you meddling kids!

With words obviously not cutting it, General Zalbad seals himself inside a large pyramid-shaped crystal, around which appear six similarly shaped drones. Now that he's put his cards on the table...it's time to play your hand!

A definite understatement.

For placement during this encounter, since multi-target attacks are a favorite of your foes, keeping a little distance between your characters goes a long way towards preventing the entire party from going down to an attack from Zalbad, or to a lesser extent, the Zalbad-00 drones. As for battle advice, begin by destroying all but a few of the drones, then concentrate your efforts on General Zalbad himself. The reason: if all six drones are stopped, Zalbad will toss out six more at the start of the next round to take their place, thus getting you nowhere. With only one target point, you may want to position one of your stronger physical-attack-based characters such as Tosh, Gruga, Choko, or Iga directly in front of Zalbad. Aside from a strong physical character or two, Poco, Gogen, and Choko are your best overall choices for spellcasters during this encounter, as most, if not all, of their magic abilities will hit General Zalbad for a full third more, or, in the case of Choko, double the damage that those cast by your other characters of the same level will do. The exceptions to this rule are the "Divide" spell, attainable by Elc, Shante, Dickbeck, Sania, and Kelack, and Choko's Akura form "Vanish" spell (if it's leveled up). These take an astounding amount of Hit Points from Zalbad—so use 'em if you've got 'em! PS: Your enemies in this fight don't perform counterattacks, so don't be afraid of using physical attacks on them if they get too close.



Zalbad							
LEVEL:	122	ATTACK:	62	JUMP LEVEL:	0		
RANGE:	0	MAGIC:	41	THROW LEVEL:	0		
HIT POINTS:	2496	DEFENSE:	65	COUNTERATTACK LEVEL:	0		
MAGIC POINTS:	604	AGILITY:	29	CATCH LEVEL:	0		
ABILITY	Mud Storm	ABILITY	Blizzard				
ABILITY	Explosion	ABILITY	Tornado				
ABILITY	—	ABILITY	—				
EQUIP							
ATTRIBUTE	Dark						
EXP	48800		9760				
GOLD	7320	NOL	12				

Zalbad-00							
LEVEL:	120	ATTACK:	57	JUMP LEVEL:	0		
RANGE:	4	MAGIC:	57	THROW LEVEL:	0		
HIT POINTS:	506	DEFENSE:	59	COUNTERATTACK LEVEL:	0		
MAGIC POINTS:	486	AGILITY:	25	CATCH LEVEL:	0		
ABILITY	—	ABILITY	—				
ABILITY	—	ABILITY	—				
ABILITY	—	ABILITY	—				
EQUIP							
ATTRIBUTE	None						
EXP	24000		4800				
GOLD	600	NOL	12				

NOW THAT ZALBAD'S OUT OF THE WAY....

This grueling battle comes to an end as soon as the crystal containing Zalbad is destroyed. Amidst the wreckage of the crystal, which couldn't protect even the mighty General Zalbad, lies the final warp point. You must now use it to reach King Gaidel in the Romalian Briefing Room—hopefully before it's too late! If you feel the need to rest and recuperate, or save your progress before attempting this final series of events, the warp point at the southern tip of the room, which leads back to the main sections of the Sky Palace, can be accessed before you commit to going forth.

Zalbad definitely didn't see this defeat coming!

STORYCHECK

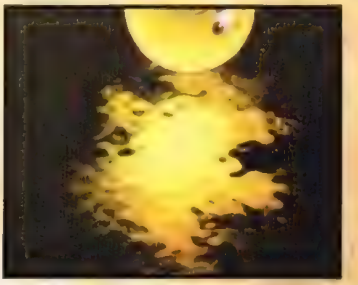
DANN SIND WIR HELDEN

Of course, it's far too late to try to change Gaidel's mind at this point. The Dark One *has* him!

As you enter the briefing chamber, Arc and Elc make one final desperate plea to King Gaidel. Doesn't he realize that he's being used? That the Dark One will surely destroy him as well—just as soon as he gets what he has desired for so long!? No longer a rational man, now completely overcome by fear, greed, and an insatiable lust for power, Gaidel takes the unfathomable advice of the Dark One and runs with it... Unable to discern lie from truth, and thinking himself backed into a corner, the King pushes the button!!!

It all starts with a thunderbolt, and, if you don't come through big time, will soon end with the total annihilation of the planet. Through the havoc that ensues, the seal at the Sabatico Shrine is broken! With nothing to hold it back, the Dark One escapes. When this happens, Kukuru is there to beat it back into submission!

The Dark One					
LEVEL:	55	ATTACK:	37	JUMP LEVEL	0
RANGE	0	MAGIC	37	THROW LEVEL	0
HIT POINTS	226	DEFENSE	38	COUNTER-ATTACK LEVEL	0
MAGIC POINTS	226	AGILITY	14	CATCH LEVEL	0
ABILITY:	Moral Collapse	ABILITY		ABILITY	—
ATTRIBUTE	Dark	ABILITY	—	ABILITY	—
EXP	—	ABILITY	—	ABILITY	—
AL	— MDL	EQUIP			—



The Dark One decides to pour some salt in the wounds before crushing Kukuru like a tin can.

The victory, however, is short-lived, for while she attempts to reinstate the seal, the Dark One proves far too strong for the feisty little Priestess of the Sacred White Clan. He quickly overpowers our heroine—assimilating her in the process.

As Kukuru calls out to Arc in terror, we rejoin Gaidel in the midst of his first and last display of supreme power—for now that the Dark One has been revived, it sees absolutely no need to keep the King around. Poor Gaidel, he never knew what hit him. Seconds later, stage one of the battle for the fate of the world, or rather what's left of it, begins!

FIGHTING THE DARK ONE

During this encounter, there are a few items you can equip to help you better budget your Magic Points to ensure you get maximum bang for the buck. From the Brave Crest (Arc only), Mystic Dress (females), and Goddess Prayer, to the Refreshing Shoes (those with a "Kick" attack), Carnelian, and of course the ever-popular Romancing Stone. These items and their ilk, over time, will go a long way towards lowering your Magic Point expenditure, and what with the amount of health your opponent has, it's not like this battle is going to be over anytime soon!

If your inventory is a little low on items of the magically delicious variety, you may instead want to consider equipping those which refresh Hit Points with each turn or attack, such as the Light Saber, Life Stealer, Scourge, Refreshing Shoes, Yellow Ribbon (Choko), Emerald (Lieza only), Amethyst, Garnet, Blue Adventurine, Iolite, Sapphire or other such object, as every little bit helps.

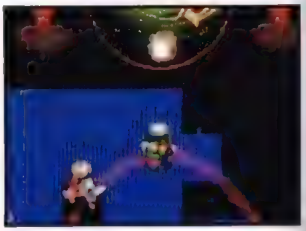
On the off-chance that you don't have the Romancing Stone, hopefully you've kept a decent stock of the Magic Apples you found during your travels, as they'll come in very handy for restoring Magic Points. Strengthen Fruits from the Silver Noah's Shop should also be plentiful, in case your healer goes down, or runs out of Magic Points to cast Cure. Likewise, you might want to bring along a few Revival Dusts in case your character with the Resurrection spell goes down (or you just plain didn't bring one in the first place).

With the basic equipment and item advice out of the way, let's concentrate on the battle itself. For starters, a good level to have your characters at would be somewhere around one hundred and ten. This level should give you more than enough strength to do decent damage to your opponent, as well as the Hit Points you'll need to survive an attack or two. Speaking of attacks, the Dark One has two main attacks. First, its physical attack. This either singles out one specific character in your group, or targets all those in a range similar to that of Shu's Machine Gun. Second, is its ability-based magic attack –the "Moral Collapse" spell. Now this one can be a *real* adventure, as it delivers severe damage to any characters unfortunate enough to be in its way. Though you may be tempted to cast "Magic Shield", keep in mind that it doesn't help all that much, and you won't be able to heal injured characters via magic spells with it up.

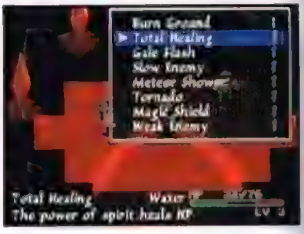
Since physical attacks reign supreme against this enemy, you may want to position your strongest close-range character directly in front of it, then another equipped with a ranged weapon such as a Knife, Spear or Card behind them. Top that off with one at an adequate distance on either side carrying a stick, or packing automatic heat so that they too can help dish out some punishment. Unlike General Zalbad, the Dark One isn't above smacking back, and especially enjoys doing it to the ladies. Bastard. With that in mind, don't take a swipe from right in front of him if anyone within range is low on Hit Points. If you're not confident that you can keep everyone alive while dealing with counterattacks, reposition the character you would have placed in front, to the side, and arm them with a distance weapon such as a Stick. This way, no direct hit to the front of your foe equals no counter. Some of your more powerful characters would include (assuming the fantasy that all were leveled equally and ate their vegetables at dinner): Tosh, Iga, Gruga, Elc and Choko.

Arc hesitates at a crucial point in Romalian Hopscotch...

An apple a day is not a good plan to manage limited inventory space, except at the end of the game.



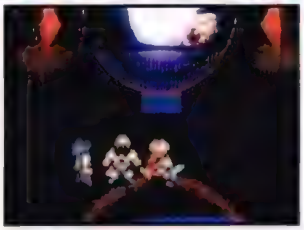
Like most bad guys, the Dark One smokes, too.



Might as well practice using this now. You'll be using it a LOT in the later battles.

FIGHTING THE DARK ONE (CONTINUED)

Aside from the physical aspect, you need to be concerned with abilities. The following hard-hitting spells will make this fight go a lot faster if magic is the way you wish to proceed: Tosh's Swing, Ouka-raibaku-zen, Shinku-zen and Koei-zen, Iga's Senpu-gekishu and Ryusei-baku, Gogen's Explosion, Diamond Dust, Wind Slash, Thunder Storm, Super Nova and Earthquake, along with pretty much all of Poco's attack spells. ...And on that note, Poco's Battle Drum should be one of the first things cast if the little drummer boy is one of your party members. Next, we have Gruga's Extract and most of Choko's spells, especially her Vanish and Super Nova attacks while in her Akura form. These inflict a good amount of pain to the Dark One. Also, while not as effective as it was previously against General Zalbad, the "Divide" spell does decent damage, and transposes the hurt into Hit Points for both the character casting the ability and those within range. Another ability that can prove helpful would be Sania's "Transfer", as with it cast on your most damaging character, they'd be able to deliver two attacks per battle turn.

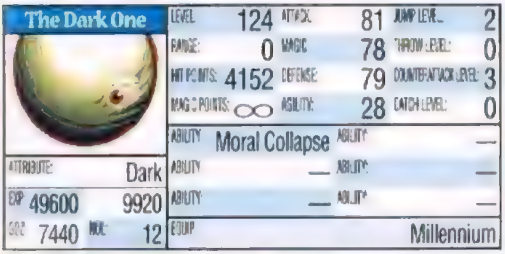


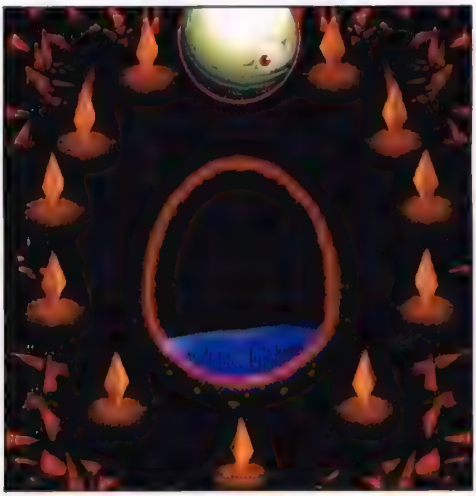
Grandma, what huge, bloodshot eyes you have...

Sania's Shuffle Shot is your best friend in battle...

To increase your odds of survival, keep your team spread out in such a fashion that they can't all be hit at once. That way if any do go down to an attack, there will be others left alive who can revive them through a spell or an item. A good layout would be for you to start with your healer, equipped with the Romancing Stone if possible so that they can cast their highest level Cure spell without depleting their Magic Point stock, at the top right or left hand side of the screen. Next, have your remaining four party members take their attack positions in front of the Dark One as described above. This way, if you keep at least two empty spaces between your healer and your attack party at all times, you'll make it so that one or the other (usually the healer) is out of harm's way. If you're really worried, you can swap out an attacker for a backup healer... position them at the opposite side of the screen. Good choices for healers would include: Shante, Diekbeck (equipped with Power Unit 19), Lieza and Poco.

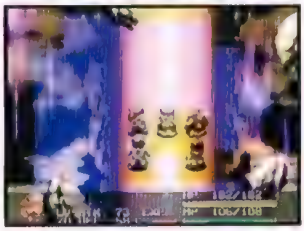
Four-Thousand One-Hundred and Fifty-Two may seem like a lot of hit points, but if you take some of our advice to heart, and keep your healers alert and active, you shouldn't have too much trouble. It's what happens AFTER you defeat the Dark One that you may want to start panicking over! That's right, just when you thought it was safe to go back into the Sky Palace—ladies and gentleman, would you welcome please—the Dark One, STAGE TWO!!!





FIGHTING THE DARK ONE...AGAIN!

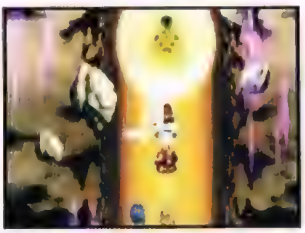
Well, the first thing you might be thinking right about now (funky soul brother), "Why Nine-Thousand Nine-Hundred and Ninety-Nine Hit Points?" Well, we'll tell you—*because the counter doesn't go any higher!*



Uh, I don't think we're in Palencia anymore...

Before this next battle begins, you're given the opportunity of selecting the members of your party over, if you so desire. If you were at all uncomfortable or unhappy with the performance of any of your party during Stage One, or if anyone's Magic Points have been depleted, now's the time to do something about it. So if you weren't lucky enough to have the Romancing Stone on your designated healer, you may want to swap him/her out for one with a full Magic Point stock.

When you're ready, know that most of the advice we gave for Stage One carries over to this encounter. With three to four attacking characters and one or two spread out and acting as healers you should be fine.



Tosh can really do some damage to the Dark One when leveled up high and using the right weapons.

Like it was during Stage One, success or failure in this fight can hinge on your positioning. We can't stress enough that your healer should stay away from the pack to secure their own safety. This fight is going to take a while (35 to 60 minutes), so keep on your toes as far as the healing goes. Don't miss any opportunity to heal or it could come back and bite you on the gluteals, big time!

Aside from that, should you choose to go the magic route, the spells that get under the Dark One's skin this go-round include: Poco's Lion Drum, Cheer Trumpet and Atrophy Horn, all of Gogen's attack magics, Iga's Sempu-geki-shu, Ryusei baku and Kijinryu-eiha, Tosh's Koei-zen, Shinku-zen and Swing (one of many abilities listed here that you can get from Mother Claire), Elc's Swing and Extract, Gruga's Extract, Rolling Sabot and Gruga Special, Shu's Random Attack and Extract, Paundit's Thunder Breath and Cold Breath, as well as most of Choko's spells—with her Akura form magic attacks doing more than her normal forms.

If you're curious about your opponent, we can tell you that Stage Two of the Dark One is capable of using physical attacks that hit one or more characters within a range similar to that of a Machine Gun, and will also counterattack if physically attacked from its direct front. As for magic attacks, Stage Two of the Dark One is rather fond of the following two magic attacks:

Massacre (Flame Tornado): This spell has the same range and targeting capability as a level 3 spell. All those in its wake will incur serious damage.

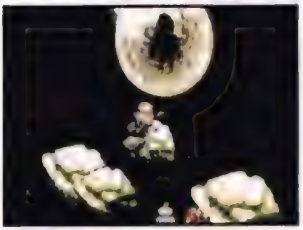
God Destroy (Dark Crush): This has the same targeting capability as a level one spell, but with a higher range. Massive damage is a given for those struck with this.

That's about it—GOOD LUCK!

The Dark One					
LEVEL	128	ATTACK	121	JUMP LEVEL:	2
RANGE	0	MAGIC	96	THROW LEVEL:	0
HIT POINTS	9999	DEFENSE	111	COUNTERATTACK LEVEL:	3
MAGIC POINTS	∞	AGILITY	33	LATCH LEVEL:	0
ABILITY:	God Destroy	ABILITY:	Massacre		
ABILITY:	—	ABILITY:	—		
ABILITY:	—	ABILITY:	—		
ATTRIBUTE	Dark	EQUIP:	Hell Knuckle		
EXP	51200	10240			
GOLD	7680	MOVE	12		

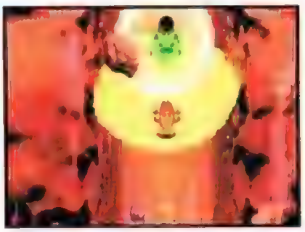
WHAT? MORE HELP? YES, PLEASE!

What's that? You took our advice and you still can't make any headway against the Dark One? You want us to what? Walk you through the fight? Well OK, since you asked nicely, here's a few strategies you could try.



Meteor fun with the Dark One.

For those of you who have Choko in your battle party, an easy winning strategy would be to position Choko (equipped with the Goddess Prayer) directly in front of the Dark One, with your healer (equipped with the Romancing Stone if you have it) three steps behind her, so that she's within range of using a healing spell, but out of range of any multi-target attacks cast by your enemy. Change Choko into her Akura form on her first turn since she does more damage that way. Then on each subsequent turn, have Choko/Akura cast a level one Super Nova (acquired from Mother Claire, in either her house in Forles or upstairs aboard the Silver Noah once you've taken the airship to the Sky Castle), while your healer heals if necessary (what did you think they were there for?). When Choko/Akura runs out of Magic Points, on the next turn, swap the Romancing Stone over to Choko/Akura so that she can continue her assault on the Dark One unabated by the constraints of Magic Point consumption. Free of this burden, Choko/Akura can now cast a level three Vanish spell each turn for some real damage. Without your healer having the aid of the Romancing Stone, move them closer to Choko/Akura when she needs healing. This way they can reach the spunky red-head with a lower-leveled healing spell, thus slowing the draw on their Magic Point reserves. Hopefully they'll have enough to keep themselves and Choko alive for the remainder of the encounter. Any other characters attacking the Dark One during all this is pure gravy.



Sniff, sniff...does it smell like burning embryo in here, or is it just me?

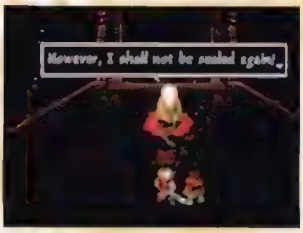
For those of you who never found Choko, don't worry, you still shouldn't have too much trouble—but it will take a lot longer. Start out by positioning either a character with the "Divide" spell, or if you don't think counterattacks will be a problem, one with a strong physical attack directly in front of the Dark One. To the immediate sides place two characters, each equipped with a Stick weapon. Next, place someone with a ranged weapon such as a Knife, Spear, Card or Gun behind your initial character, so that you now have four characters in front of the Dark One in a "T" formation. Three spaces away in any direction (east, west, south), place your healer (your best choices would be Shante or Dickbeck equipped with the Power Unit 19, as they would have both Cure and Resurrect), hopefully equipped with the Romancing Stone, but if not the Goddess Prayer or some other Magic Point-reducing article. Once the battle gets underway, have all the characters attack with their weapons except the one directly in front of the Dark One, who should cast a level one "Divide" (disregard this last bit if you chose to go with strictly physical attacks), thus eliminating any possible counterattack by your foe. If anyone is injured, be sure to have your healer cast a high-level healing spell from out of harm's way, or if you want to conserve your Magic Points, close in and cast one of a lower level. Should your healer run out of Magic Points, either use another of your party members to cast the healing spell (several characters have a healing spell, so chances are you'll have more than one possible healer in your party), or use a Magic Apple. Tha-tha-tha-tha-tha-that's all folks.

That bean burrito Iga had earlier comes in real handy here.

You can't stop rock and roll...

STORYCHECK

SEALING THE DARK ONE



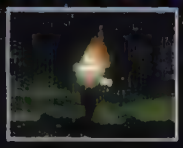
Silly Dark One, *of course* you will! ***Arc III and IV*** are coming!

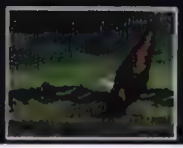
Sitting in a pool of his own life is the Dark One—baffled that mere humans could have the power to do such a thing. With his existence about to be capped, the Dark One decides that if he cannot control the world, he's gonna mess it up real good—or, better yet, destroy it!

When it seems as though all is lost, a vision of Kukuru appears. She tells Arc not to give up! Since she was sucked into this unholy foe, her spirit now dwells inside the Dark One—and because of this, she can grab its figurative nads from within for a time, thus buying you the time needed to reseal this monster—for good!!! "But how?" asks Arc. The answer comes from someone else very dear to Arc's heart. By channeling the combined powers of himself and the five Guardians through his sword, as the spirit of Yoshua instructs, Arc seals the Dark One away—just as his father sought to do so many years ago.

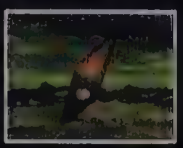
ANIMECHECK

SKY CASTLE—DESTRUCTION



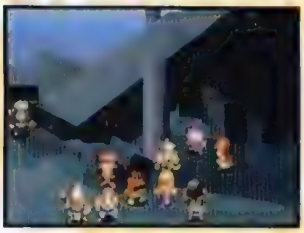


FADE IN ON:
EXT. ROMALIA SKY CASTLE
As the ROMALIA SKY CASTLE slowly rotates, the SILVER NOAH can still be seen embedded into its side.
CUT TO a WIDE SHOT of the SKY CASTLE. The CASTLE falls back to the ground. After its quick descent, it begins to fall to the right.
CUT TO a CLOSE UP shot of the SKY CASTLE as it falls towards the LENS.
CUT TO a WIDE SHOT of the SKY CASTLE. The CASTLE falls to the right. The CASTLE continues to ROTATE until the SILVER NOAH is on its right side, and then it collapses on top of the SILVER NOAH.
FADE OUT.



STORYCHECK

A NEW BEGINNING...



After losing two of their friends, the party's not in a laughing mood.

Over at the wreckage of the Sky Castle, Elc struggles to his feet—Lieza lying on the ground beside him. With a little prodding, Lieza shakes off the pain and rises. One by one, the rest of the ancestors of the Seven Braves and their friends show themselves—everyone but Arc and Kukuru, that is. It would seem they won—But at what cost their victory? Not only did two of their own pay the ultimate price, the damage inflicted on the world by the Dark One will take quite some time to recover from. Generations of hurt and sadness are just beginning. A short walk to the nearby cliff's edge reinforces this. But all is not lost, for in the end hope springs eternal here, too...

Item Index

Item	PG.	Location
A		
Abuser	457	Balbalard, Pyramid (Map 3)
Amethyst	504	North Tower (Map 5)
Amethyst	506	North Tower (Map 5)
Anti Hemo-ji	335	Alatos, Forbidden Ruins (B16)
Anti Hemo-ji	335	Alatos, Forbidden Ruins (B30)
Anti Hemo-ji	338	Alatos, Chongara's Shop
Anti Hemo-ji	338	Alatos, Chongara's Shop
Anti Hemo-ji	338	Alatos, Chongara's Shop
Anti Hemo-ji+7	319	Greyshinne, Amaidar Temple Proving Ground's (Several Trainings)
Antidote Ring	335	Alatos, Forbidden Ruins (B39)
Antidote Ring	338	Alatos, Chongara's Shop
Antidote Ring	338	Alatos, Chongara's Shop
Aquamarine	551	Romalia, Sky Castle (Map 36)
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Armor Stone	348	Clenia Isle (Seum Black Market)
Armor Stone	352	Niedel (Arena Courtyard Black Market)
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Astral Pole	191	Yagos Isle (Combine Shop)
Atrophy Ball	290	Houfion, Romalia Tunnel (Mud Battler)
Atrophy Ball	381	Brakia, Sealed Ruins (B1)
Attack Bottle	336	Alatos, Sealed Ruins (B1)
Attack Bottle	427	Amigue (Sealed Ruins, Ruins Entrance)
Ax	168	East Aldia (Indigos Shop)
Ax	182	East Aldia (Prodias Weapons Shop)
Ax	371	Forles, Get food to Holn Village (Barbarian)
Ax Bomber	520	Alatos, Forbidden Ruins (Floor 66)
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B Ring Armor	272	Palencia Tower (Map 13)
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Bastard Sword	381	Brakia, Sealed Ruins (B4)
Battle Armor	541	Romalia, Sky Castle (Silver Noah Shop)
Battle Ax	424	Amigue (Morea Shop)
Battle Ax	441	Balbalard, Muhad (Shop)
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Beam Ax	191	Yagos Isle (Combine Shop)
Bear Claw	468	Zaribah, Sealed Ruins (Map B2, Manos)
Beat Attacker	234	Seirya, Palencia (Shop)
Beat Attacker	243	Clenia Isle, Clenia (Shop)
Beat Attacker	250	Forles, Ramul (Shop)
Beat Attacker	278	Romalia, Houfion (Shop)
Beat Attacker	307	Greyshinne, Paysus (Weapons & Items Shop)
Beat Attacker	331	Alatos, Gazalla (Weapons & Items Shop)
Beat Attacker	349	Niedel (Misro Shop)
Beat Attacker	355	Zaribah (Elzark Shop)
Beat Attacker	374	Brakia (Gooz Weapons & Items Shop)
Beat Attacker	375	Brakia (Ruwaga Weapons & Items Shop)
Beat Attacker	467	Zaribah, Sealed Ruins (Map B5)
Bitter Leaf	336	Alatos, Sealed Ruins (1F)
Black Card	307	Greyshinne, Paysus (Weapons & Items Shop)
Black Card	331	Alatos, Gazalla (Weapons & Items Shop)
Black Card	349	Niedel (Misro Shop)
Black Card	355	Zaribah (Elzark Shop)
Black Card	374	Brakia (Gooz Weapons & Items Shop)
Black Card	375	Brakia (Ruwaga Weapons & Items Shop)
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Black Wear	365	Forles, Gia Temple (Map 2)
Blade	424	Amigue (Morea Shop)
Blade	441	Balbalard, Muhad (Shop)
Blade Guard	396	Millmana (Ajarl Weapons & Items Shop)
Blade Guard	424	Amigue (Morea Shop)
Blade Guard	441	Balbalard, Muhad (Shop)
Blood Bomb	320	GreyShinne, Sealed Ruins (Ruins Entrance)
Blood Bomb	348	Clenia Isle (Seum Black Market)
Blood Bomb	352	Niedel (Arena Courtyard Black Market)
Blood Bomb	427	Amigue (Sealed Ruins, Ruins Entrance)
Blood Bomb	519	Alatos, Forbidden Ruins (Floor 59)
Blood Bomb	520	Alatos, Forbidden Ruins (Floor 63)
Blood Bomb	530	Romalia, Romalia City (Map 20)
Blood Herb	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Blood Herb	218	West Aldia Lost Forest (Treasure Chest Shop)
Blood Herb	234	Seirya, Palencia (Shop)
Blood Herb	243	Clenia Isle, Clenia (Shop)
Blood Herb	250	Forles, Ramul (Shop)
Blood Herb	278	Romalia, Houfion (Shop)
Blood Herb	307	Greyshinne, Paysus (Weapons & Items Shop)
Blood Herb	331	Alatos, Gazalla (Weapons & Items Shop)
Blood Herb	349	Niedel (Misro Shop)

Item	PG.	Location
Blood Herb	355	Zaribah (Elzark Shop)
Blood Herb	374	Brakia (Gooz Weapons & Items Shop)
Blood Herb	375	Brakia (Ruwaga Weapons & Items Shop)
Blood Sickle	424	Amigue (Morea Shop)
Blood Tanzanite	348	Clenia Isle (Seum Black Market)
Blood Tanzanite	352	Niedel (Arena Courtyard Black Market)
Blood Tanzanite	519	Alatos, Forbidden Ruins (Floor 60)
Blue Adventurine	427	Amigue (Sealed Ruins, Ruins B3)
Blue Flail	381	Brakia, Sealed Ruins (B3)
Boar Spear	510	East Aldia, Prodias (Hunters' Guild, Back Room)
Bomb	398	Millmana (Razen Pond, Slime Bomber)
Book of Cravis	338	Alatos, Chongara's Shop
Book of Cravis+3	348	Clenia Isle (Seum Black Market)
Book of Cravis+3	352	Niedel (Arena Courtyard Black Market)
Book of Cravis+3	533	Romalia, Romalia City (Map 44)
Book of Flower	335	Alatos, Forbidden Ruins (B40)
Boots	396	Millmana (Ajarl Weapons & Items Shop)
Boots	424	Amigue (Morea Shop)
Boots	541	Romalia, Sky Castle (Silver Noah Shop)
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Borpal Club	541	Romalia, Sky Castle (Silver Noah Shop)
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Brass Knuckle	541	Romalia, Sky Castle (Silver Noah Shop)
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Bronze Guard	541	Romalia, Sky Castle (Silver Noah Shop)

C

Cape	519	Alatos, Forbidden Ruins (Floor 57)
Carnelian	551	Romalia, Sky Castle (Map 32)
Cestus	336	Alatos, Sealed Ruins (B3)
Chain Flail	396	Millmana (Ajarl Weapons & Items Shop)
Chaos Bomb	336	Alatos, Sealed Ruins (B1)
Chaos Guaze Wrap+9	348	Clenia Isle (Seum Black Market)
Chaos Guaze Wrap+9	352	Niedel (Arena Courtyard Black Market)
Chaos Herb	238	Romalian Battleship (Floor 3-Map 8)
Chaos Herb	336	Alatos, Sealed Ruins (B2 East)
Chaos Tanzanite	191	Yagos Isle (Combine Shop)
Cheer Nettle	196	Yagos Isle, Sealed Ruins (Floor 8)
Claw	234	Seirya, Palencia (Shop)
Claw	243	Clenia Isle, Clenia (Shop)
Claw	250	Forles, Ramul (Shop)
Claw	278	Romalia, Houfion (Shop)
Claw	307	Greyshinne, Paysus (Weapons & Items Shop)
Claw	331	Alatos, Gazalla (Weapons & Items Shop)
Claw	349	Niedel (Misro Shop)
Claw	355	Zaribah (Elzark Shop)
Claw	374	Brakia (Gooz Weapons & Items Shop)
Claw	375	Brakia (Ruwaga Weapons & Items Shop)
Claymore	328	West Aldia, Lost Forest (Balzack)
Cloak	285	Houfion (Monsters' Food!?, Map 6)
Cloth Shoes	168	East Aldia (Indigos Shop)
Cloth Shoes	182	East Aldia (Prodias Weapons Shop)
Cloth Wrap	234	Seirya, Palencia (Shop)
Cloth Wrap	243	Clenia Isle, Clenia (Shop)
Cloth Wrap	250	Forles, Ramul (Shop)
Cloth Wrap	278	Romalia, Houfion (Shop)
Cloth Wrap	307	Greyshinne, Paysus (Weapons & Items Shop)
Cloth Wrap	331	Alatos, Gazalla (Weapons & Items Shop)
Cloth Wrap	349	Niedel (Misro Shop)
Cloth Wrap	355	Zaribah (Elzark Shop)
Cloth Wrap	374	Brakia (Gooz Weapons & Items Shop)
Cloth Wrap	375	Brakia (Ruwaga Weapons & Items Shop)
Conf Ancient Spear	285	Houfion (Monsters' Food!?, Map 3)
Confusion Jewelry	338	Alatos, Chongara's Shop
Counter Bracelet	338	Alatos, Chongara's Shop
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Crescent Ax	472	Seirya, Palencia Tower (Floor 36, Hall)
Crown Ax	194	Yagos Isle, Sealed Ruins (Floor 3)
Crown Knife	416	Millmana (Deep Sea Oil Rig, Map 13)
Crush Boots	219	Lost Forest (Chest)
Crusty Pads	430	Amigue Madeta Hill (Golgon)
Crystal Rod	520	Alatos, Forbidden Ruins (Floor 65)
Crystal Shoes	238	Romalian Battleship (Floor 3-Map 6)
Cure-All	168	East Aldia (Indigos Shop)
Cure-All	182	East Aldia (Prodias Items Shop)
Cure-All	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Cure-All	194	Yagos Isle, Sealed Ruins (Floor 7)
Cure-All	218	West Aldia Lost Forest (Treasure Chest Shop)
Cure-All	234	Seirya, Palencia (Cart Shop)
Cure-All	234	Seirya, Palencia (Shop)
Cure-All	243	Clenia Isle, Clenia (Shop)
Cure-All	245	Clenia Isle (Training Rock)
Cure-All	250	Forles, Ramul (Shop)
Cure-All	278	Romalia, Houfion (Shop)
Cure-All	285	Houfion (Monsters' Food!?, Map 3)
Cure-All	307	Greyshinne, Paysus (Weapons & Items Shop)
Cure-All	320	GreyShinne, Sealed Ruins (B1)
Cure-All	331	Alatos, Gazalla (Weapons & Items Shop)
Cure-All	336	Alatos, Sealed Ruins (1F)
Cure-All	348	Clenia Isle (Seum Black Market)

Item	PG.	Location
Cure-All	349	Niedel (Misro Shop)
Cure-All	352	Niedel (Arena Courtyard Black Market)
Cure-All	355	Zariban (Elzark Shop)
Cure-All	374	Brakia (Gooz Weapons & Items Shop)
Cure-All	375	Brakia (Ruvraga Weapons & Items Shop)
Cure-All	381	Brakia, Sealed Ruins (B3)
Cure-All	396	Millmana (Ajard Weapons & Items Shop)
Cure-All	424	Amigue (Morea Shop)
Cure-All	427	Amigue (Sealed Ruins, Ruins B4)
Cure-All	441	Balbalard, Muhad (Shop)
Cure-All	541	Romalia, Sky Castle (Silver Noah Shop)

D

Dagger	168	East Aldia (Indigos Shop)
Dagger	182	East Aldia (Prodias Weapons Shop)
Dagger	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Dagger Boots	191	Yagos Isle (Combine Shop)
Dagger+0	194	Yagos Isle, Sealed Ruins (Floor 5)
Damocles Blade	400	Millmana, Nien Forest (Dark Hemo-ji)
Dark Aura	543	Romalia, Sky Castle (Map 14)
Dark Charm	405	Millmana, Graunoln Cannon (Shadow Ninja)
Dark Charm	443	Balbalard, Sealed Ruins (Map B3)
Dark Curse	405	Millmana, Graunoln Cannon (Grim Stalker)
Dark Curse	405	Millmana, Graunoln Cannon (Shadow Ninja)
Dark Mask	489	Niedel (Misro Chests)
Dark Sickle	541	Romalia, Sky Castle (Silver Noah Shop)
Dark Staff	467	Zaribar, Sealed Ruins (Map B2)
Dark Stream	390	Brakia, Banza Mountain (Dabano)
Dark Stream	431	Amigue (Sealed Ruins Level B1, Belladonna)
Dark Weapon	405	Millmana, Graunoln Cannon (Map 41)
DarkGrizzle Fang	405	Millmana, Graunoln Cannon (Map 34)
Darklong Sword	510	East Aldia, Prodias (Hunters' Guild, Back Room)
DarkWonder Card	533	Romalia, Romalia City (Map 40)
Death Blade	335	Alatos, Forbidden Ruins (B28)
Death Eraser	543	Romalia, Sky Castle (Map 13)
Death Illusion	542	Romalia, Sky Castle (Map 4)
Death Mask	541	Romalia, Sky Castle (Silver Noah Shop)
Death Needle	542	Romalia, Sky Castle (Map 7)
Death Rosary	530	Romalia, Romalia City (Map 13)
Decorator	348	Clenia Isle, Vacant House (Treasure Chest)
Defender	192	Yagos Isle, Sealed Ruins (Floor 1)
Defender	194	Yagos Isle, Sealed Ruins (Floor 1)
Delta Guard	459	Balbalard, Pyramid (Map 17)
Disk Gun	405	Millmana, Graunoln Cannon (Map 15)
Disk Nail	520	Alatos, Forbidden Ruins (Floor 68)
Disk Punch	365	Forles, Gia Temple (Map 15)
Dimension Gun	541	Romalia, Sky Castle (Silver Noah Shop)
Dino Fang	541	Romalia, Sky Castle (Silver Noah Shop)
Dog Treats	178	Boy in front of Indigos Bar
Dog Treats (Up to 15)	190	Yudo Village (Woman at right of Annoying Rock)
Double Moon	191	Yagos Isle (Combine Shop)
Dragon Boots	191	Yagos Isle (Combine Shop)
Dragon Claw	330	Palencia, Raus Plain (Dragon Zombie)
Dragon Katana	472	Seirya, Palencia Tower (Floor 36, Hall)
Dragon Scale	502	North Tower (Map 2)
Dragon Whip	541	Romalia, Sky Castle (Silver Noah Shop)
Dragoon Spear	551	Romalia, Sky Castle (Map 37)
Drowned Axe	306	Hourlon (Graves)
Dual Ball	191	Yagos Isle (Combine Shop)
Dual Knife	191	Yagos Isle (Combine Shop)

E

Earth Blade	365	Forles, Gia Temple (Map 14)
Earth Charm	204	Indigos, Shu's Apartment (Witch Doctor)
Earth Charm	320	GreyShinne, Sealed Ruins (B5)
Earth Charm	335	Alatos, Forbidden Ruins (B27)
Earth Slicer	518	Alatos, Forbidden Ruins (Floor 51)
Earthlong Sword	327	East Aldia, Vacant House (Necromancer)
Elven Charm	191	Yagos Isle (Combine Shop)
Elven Cloak	320	GreyShinne, Sealed Ruins (B5)
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Emblem of Lark	338	Alatos, Chongara's Shop
Emblem of Tery	534	Romalia, Romalia City (Map 56)
Emerald	447	Balbalard, Rayburn
Engraved Necklace	495	Azenda Highland (Grave)
Explosion Cymbals	334	Alatos, Forbidden Ruins (B2)
Extra Rod	191	Yagos Isle (Combine Shop)

F

Fabulous Fang	338	Alatos, Chongara's Shop
Fabulous Gauntlet	338	Alatos, Chongara's Shop
Fabulous Gauntlet	338	Alatos, Chongara's Shop
Fabulous Ring	335	Alatos, Forbidden Ruins (B45)
Fabulous Ring	338	Alatos, Chongara's Shop
Fabulous Sword	335	Alatos, Forbidden Ruins (B42)
Fabulous Sword	338	Alatos, Chongara's Shop
Fake Statue	338	Alatos, Chongara's Shop
Falchion	191	Yagos Isle (Combine Shop)
Fallen Rain	334	Alatos, Forbidden Ruins (B1)

Item	PG.	Location
Fang	234	Seirya, Palencia (Shop)
Fang	243	Clenia Isle, Clenia (Shop)
Fang	250	Forles, Ramul (Shop)
Fang	278	Romalia, Houfion (Shop)
Fang	307	Greyshinne, Paysus (Weapons & Items Shop)
Fang	331	Alatos, Gazalla (Weapons & Items Shop)
Fang	349	Niedel (Misro Shop)
Fang	355	Zariban (Elzark Shop)
Fang	375	Brakia (Ruwaga Weapons & Items Shop)
Feather	434	Amigue Madeta Hill (Amigue Roc)
Feather Staff	382	Brakia, Banza Mountain (Map 2)
Fibre Stick	191	Yagos Isle (Combine Shop)
Firangi	271	Palencia Tower (Map 8)
Fire Charm	227	White House Playground (Blood Knight)
Fire Curse	324	Prodias, Exterminate Weapons Thief (Boogie Man)
Fire Robe	335	Alatos, Forbidden Ruins (B24)
Fire Stick	543	Romalia, Sky Castle (Map 11)
Flail	234	Seirya, Palencia (Shop)
Flail	243	Clenia Isle, Clenia (Shop)
Flail	250	Forles, Ramul (Shop)
Flail	278	Romalia, Houfion (Shop)
Flail	307	Greyshinne, Paysus (Weapons & Items Shop)
Flail	331	Alatos, Gazalla (Weapons & Items Shop)
Flail	349	Niedel (Misro Shop)
Flail	355	Zariban (Elzark Shop)
Flail	374	Brakia (Gooz Weapons & Items Shop)
Flail	375	Brakia (Ruwaga Weapons & Items Shop)
Flame Charm	334	Alatos, Forbidden Ruins (B10)
Flame Charm	334	Alatos, Forbidden Ruins (B9)
Flame Charm	335	Alatos, Forbidden Ruins (B26)
Flame Charm	338	Alatos, Chongara's Shop
Flame Charm	338	Alatos, Chongara's Shop
Flame Charm	338	Alatos, Chongara's Shop
Flame Charm	338	Alatos, Chongara's Shop
Flame Charm	467	Zariban, Sealed Ruins (Map B5 Bottom)
Flame Edge	416	Millmana (Deep Sea Oil Rig, Map 5)
Flame Tail	467	Zariban, Sealed Ruins (Map B2)
Flame Trident	234	Seirya, Palencia (Shop)
Flame Trident	243	Clenia Isle, Clenia (Shop)
Flame Trident	250	Forles, Ramul (Shop)
Flame Trident	278	Romalia, Houfion (Shop)
Flame Trident	307	Greyshinne, Paysus (Weapons & Items Shop)
Flame Trident	331	Alatos, Gazalla (Weapons & Items Shop)
Flame Trident	349	Niedel (Misro Shop)
Flame Trident	355	Zariban (Elzark Shop)
Flame Trident	374	Brakia (Gooz Weapons & Items Shop)
Flame Trident	375	Brakia (Ruwaga Weapons & Items Shop)
Flamegnizzle Fang	313	Greyshinne, Noyam Plain (Death Wizard)
FlameWonder Card	398	Millmana (Razen Pond, Dalcios)
Flay's Crest	335	Alatos, Forbidden Ruins (B11)
Flay's Crest	338	Alatos, Chongara's Shop
Force Staff	533	Romalia, Romalia City (Map 37)
Frey's Headdress	505	South Tower (Map 5)
Full Power Fruit	196	Yagos Isle, Sealed Ruins (Floor 8)
Full Power Fruit	223	White House (Level 1-Map 8)
Full Power Fruit	348	Clenia Isle (Seum Black Market)
Full Power Fruit	352	Niedel (Arena Courtyard Black Market)
Full Power Fruit	381	Brakia, Sealed Ruins (B3)
Full Power Fruit	420	Millmana (Deep Sea Oil Rig, Grovis)
Full Power Fruit	443	Balbalard, Sealed Ruins (Map B4)
Full Power Fruit	520	Alatos, Forbidden Ruins (Floor 64)

G

Item	PG.	Location
Gale Bandanna	163	Aldia Skyport (Woman)
Gale Bandanna	338	Alatos, Chongara's Shop
Gale Bandanna	338	Alatos, Chongara's Shop
Garland	320	GreyShinne, Sealed Ruins (Ruins Entrance)
Garnet	530	Romalia, Romalia City (Map 8)
Gauze Wrap	168	East Aldia (Indigos Shop)
Gauze Wrap	182	East Aldia (Prodias Items Shop)
Gauze Wrap	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Gauze Wrap	218	West Aldia Lost Forest (Treasure Chest Shop)
Gauze Wrap+1	206	Gallamo's House
Glacier Dagger	506	South Tower, (Map 8)
God Hunter Crest	510	East Aldia, Prodias (Hunters' Guild, Back Room)
God Magic Apple	348	Clenia Isle (Seum Black Market)
God Magic Apple	352	Niedel (Arena Courtyard Black Market)
Goddess Prayer	338	Alatos, Chongara's Shop
Goddess Prayer	338	Alatos, Chongara's Shop
God's Fist	335	Alatos, Forbidden Ruins (B35)
God's Fist	338	Alatos, Chongara's Shop
God's Fist	338	Alatos, Chongara's Shop
Gong Cymbals	541	Romalia, Sky Castle (Silver Noah Shop)
Grave Basher	543	Romalia, Sky Castle (Map 17)
Great Item	348	Clenia Isle (Seum Black Market)
Great Item	352	Niedel (Arena Courtyard Black Market)
Great Item	521	Alatos, Forbidden Ruins (Floor 69)
Green Mem Grass	321	GreyShinne, Sealed Ruins (Ghost)
Grenade Gun	541	Romalia, Sky Castle (Silver Noah Shop)
Grizzle Fang	374	Brakia (Gooz Weapons & Items Shop)
Grizzle Fang	396	Millmana (Ajarl Weapons & Items Shop)

Item	PG.	Location
Ground Grizzle Fang	365	Forles, Gia Temple (Map 12)
H		
Halberd	541	Romalia, Sky Castle (Silver Noah Shop)
Hatchet	365	Forles, Gia Temple (Map 7)
Hawk Statue	335	Alatos, Forbidden Ruins (B33)
Hawk Statue	338	Alatos, Chongara's Shop
Hawk Statue	338	Alatos, Chongara's Shop
Hawk Statue	338	Alatos, Chongara's Shop
Healing Charm	335	Alatos, Forbidden Ruins (B17)
Healing Charm	338	Alatos, Chongara's Shop
Healing Charm	338	Alatos, Chongara's Shop
Healing Charm	338	Alatos, Chongara's Shop
Hell Ax	541	Romalia, Sky Castle (Silver Noah Shop)
Hell Crusher	459	Balbalard, Pyramid (Map 17)
Hell Scope	334	Alatos, Forbidden Ruins (B7)
Hellfire Flail	472	Seirya, Palencia Tower (Floor 35, North Room)
Herb	168	East Aldia (Indigos Shop)
Herb	182	East Aldia (Prodias Items Shop)
Herb	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Herb	218	West Aldia Lost Forest (Treasure Chest Shop)
Hit Scroll	335	Alatos, Forbidden Ruins (B34)
Hit Scroll	338	Alatos, Chongara's Shop
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Hyper Boots	338	Alatos, Chongara's Shop
Hyper Boots	338	Alatos, Chongara's Shop
I		
Ice Charm	335	Alatos, Forbidden Ruins (B12)
Ice Charm	338	Alatos, Chongara's Shop
Ice Charm	338	Alatos, Chongara's Shop
Ice Charm	507	North Tower (Map 8)
Ice Knife	302	Romaria, Chimera Reserch Lab (Map 29 Pg 237 Blood Zombies)
Ice Wonder Card	427	Amigue (Sealed Ruins, Ruins Entrance)
IceGrizzle Fang	501	South Tower (Map 2)
IceLong Sword	503	South Tower (Map 4)
IceLong Sword	505	South Tower (Map 4)
Illusion Robe	234	Seirya, Palencia (Carl Shop)
Illusion Robe+0	329	Palencia Bar, Find Ancient Treasure II (Elderly Gentleman)
Instant	416	Millmana (Deep Sea Oil Rig, Map 5)
Iolite	455	Balbalard, Tukae Cave (Map 4)
Iron Dagger	234	Seirya, Palencia (Shop)
Iron Dagger	243	Clenia Isle, Clenia (Shop)
Iron Dagger	250	Forles, Ramul (Shop)
Iron Dagger	278	Romalia, Houfion (Shop)
Iron Dagger	307	Greyshinne, Paysus (Weapons & Items Shop)
Iron Dagger	331	Alatos, Gazalla (Weapons & Items Shop)
Iron Dagger	349	Niedel (Misro Shop)
Iron Dagger	355	Zaribar (Elzark Shop)
Iron Dagger	374	Brakia (Gooz Weapons & Items Shop)
Iron Dagger	375	Brakia (Ruwaga Weapons & Items Shop)
Iron Knuckle	396	Millmana (Ajarl Weapons & Items Shop)
Iron Knuckle	441	Balbalard, Muhad (Shop)
J		
Jewelry	314	Greyshinne, Anan Rats (Hell Spawn)
Juice of Jinbara	325	Prodias, Slay the Monster (Yagos Isle, Jinbara Tube)
Jump Nettle	305	Houfion, Slay the Mocturnal Monsters (Jackal)
Junk Bracelet	338	Alatos, Chongara's Shop
K		
Kaiser Glove	338	Alatos, Chongara's Shop
Kenpo Suit	467	Zaribar, Sealed Ruins (Map B5-3)
Key to Main Auditorium	206	Gallamo's House
Killer Sound	405	Millmana, Graunoln Cannon (Map 13)
Killer Spike	467	Zaribar, Sealed Ruins (Map B2)
L		
Leather Armor	374	Brakia (Gooz Weapons & Items Shop)
Leather Armor	396	Millmana (Ajarl Weapons & Items Shop)
Leather Armor	424	Amigue (Morea Shop)
Leather Armor	441	Balbalard, Muhad (Shop)
Leather Knuckle	182	East Aldia (Prodias Weapons Shop)
Leather Knuckle	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Leather Shoes	234	Seirya, Palencia (Shop)
Leather Shoes	243	Clenia Isle, Clenia (Shop)
Leather Shoes	250	Forles, Ramul (Shop)
Leather Shoes	278	Romalia, Houfion (Shop)
Leather Shoes	307	Greyshinne, Paysus (Weapons & Items Shop)
Leather Shoes	331	Alatos, Gazalla (Weapons & Items Shop)
Leather Shoes	349	Niedel (Misro Shop)
Leather Shoes	355	Zaribar (Elzark Shop)
Leather Shoes	374	Brakia (Gooz Weapons & Items Shop)
Leather Shoes	375	Brakia (Ruwaga Weapons & Items Shop)
Leather Wrap	396	Millmana (Ajarl Weapons & Items Shop)
Leather Wrap	424	Amigue (Morea Shop)
Leather Wrap	441	Balbalard, Muhad (Shop)

Item	PG.	Location
Legacy Beads	541	Romalia, Sky Castle (Silver Noah Shop)
Legend Charm	335	Alatos, Forbidden Ruins (B41)
Legend Charm	338	Alatos, Chongara's Shop
Life Nut	272	Palencia Tower (Map 22)
Life Nut	348	Clenia Isle (Seum Black Market)
Life Nut	352	Niedel (Arena Courtyard Black Market)
Life Nut	381	Brakia, Sealed Ruins (B4)
Life Nut	443	Balbalard, Sealed Ruins (Map B1)
Life Stealer	534	Romalia, Romalia City (Map 56)
Light Aura	427	Amigue (Sealed Ruins, Ruins B4)
Light Ax	234	Seirya, Palencia (Shop)
Light Ax	243	Clenia Isle, Clenia (Shop)
Light Ax	250	Forles, Ramul (Shop)
Light Ax	278	Romalia, Houfion (Shop)
Light Ax	307	Greyshinne, Paysus (Weapons & Items Shop)
Light Ax	331	Alatos, Gazalla (Weapons & Items Shop)
Light Ax	349	Niedel (Misro Shop)
Light Ax	355	Zanban (Elzark Shop)
Light Ax	374	Brakia (Gooz Weapons & Items Shop)
Light Ax	375	Brakia (Ruwaga Weapons & Items Shop)
Light Charm	191	Yagos Isle (Combine Shop)
Light Elbow	382	Brakia, Banza Mountain (Map 6)
Light Flail	182	East Aldia (Prodias Weapons Shop)
Light Flail	218	West Aldia Lost Forest (Treasure Chest Shop)
Light Robe	191	Yagos Isle (Combine Shop)
Light Saber	457	Balbalard, Pyramid (Map 3)
Light Sickle	234	Seirya, Palencia (Shop)
Light Sickle	243	Clenia Isle, Clenia (Shop)
Light Sickle	250	Forles, Ramul (Shop)
Light Sickle	278	Romalia, Houfion (Shop)
Light Sickle	307	Greyshinne, Paysus (Weapons & Items Shop)
Light Sickle	331	Alatos, Gazalla (Weapons & Items Shop)
Light Sickle	349	Niedel (Misro Shop)
Light Sickle	355	Zanban (Elzark Shop)
Light Sickle	374	Brakia (Gooz Weapons & Items Shop)
Light Sickle	375	Brakia (Ruwaga Weapons & Items Shop)
Light Spear	324	East Aldia, Prodias (Hidden Upper Level Shop)
Light Sword	168	East Aldia (Indigos Shop)
Light Sword	182	East Aldia (Prodias Weapons Shop)
Light Sword	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Light Sword	218	West Aldia Lost Forest (Treasure Chest Shop)
LightLong Sword	191	Yagos Isle (Combine Shop)
Long Pole	405	Millmana, Graunoln Cannon (Map 41)
Long Sword	206	Gallamo's House
Luck Beads	243	Clenia Isle, Clenia (Shop)
Luck Beads	250	Forles, Ramul (Shop)
Luck Beads	278	Romalia, Houfion (Shop)
Luck Beads	307	Greyshinne, Paysus (Weapons & Items Shop)
Luck Beads	331	Alatos, Gazalla (Weapons & Items Shop)
Luck Beads	349	Niedel (Misro Shop)
Luck Beads	355	Zanban (Elzark Shop)
Luck Beads	374	Brakia (Gooz Weapons & Items Shop)
Luck Beads	375	Brakia (Ruwaga Weapons & Items Shop)

M

Item	PG.	Location
Machine Gun	396	Millmana (Ajarl Weapons & Items Shop)
Machine Gun	441	Balbalard, Muhad (Shop)
Magic Apple	194	Yagos Isle, Sealed Ruins (Floor 3)
Magic Apple	194	Yagos Isle, Sealed Ruins (Floor 3)
Magic Apple	194	Yagos Isle, Sealed Ruins (Floor 7)
Magic Apple	196	Yagos Isle, Sealed Ruins (Floor 8)
Magic Apple	196	Yagos Isle, Sealed Ruins (Floor 8)
Magic Apple	238	Romalian Battleship (Floor 3-Map 8)
Magic Apple	320	GreyShinne, Sealed Ruins (B4)
Magic Apple	336	Alatos, Sealed Ruins (B1)
Magic Apple	416	Millmana (Deep Sea Oil Rig, Map 12)
Magic Apple	427	Amigue (Sealed Ruins, Ruins B2)
Magic Apple	467	Zanban, Sealed Ruins (Map B5-3)
Magic Apple	518	Alatos, Forbidden Ruins (Floor 52)
Magic Apple	542	Romalia, Sky Castle (Map 4)
Magic Canceler	272	Palencia Tower (Map 27)
Magic Card	338	Alatos, Chongara's Shop
Magic Card	338	Alatos, Chongara's Shop
Magic Card	338	Alatos, Chongara's Shop
Magic Gauntlet	472	Seirya, Palencia Tower (Floor 33, North Room)
Magic Guard	320	GreyShinne, Sealed Ruins (B7)
Magic Leaf	222	White House (Level 2-Map 3)
Magic Leaf	345	Clenia Isle (Tokoko Village)
Magic Leaf	348	Clenia Isle (Seum Black Market)
Magic Leaf	352	Niedel (Arena Courtyard Black Market)
Magic Leaf	443	Balbalard, Sealed Ruins (Map B3)
Magic Nail	191	Yagos Isle (Combine Shop)
Magic Ring	335	Alatos, Forbidden Ruins (B13)
Magic Ring	335	Alatos, Forbidden Ruins (B38)
Magic Ring	338	Alatos, Chongara's Shop
Magic Ring	338	Alatos, Chongara's Shop
Magic Rod	405	Millmana, Graunoln Cannon (Map 26)
Magic Spring	194	Yagos Isle, Sealed Ruins (Floor 3)
Magic Spring	272	Palencia Tower (Map 22)
Magic Spring	320	GreyShinne, Sealed Ruins (B4)
Magic Spring	348	Clenia Isle (Seum Black Market)

Item	PG.	Location
Magic Sprig	352	Niedel (Arena Courtyard Black Market)
Manon Knife	551	Romalia, Sky Castle (Map 33)
Mask	234	Seirya, Palencia (Shop)
Mask	243	Clenia Isle, Clenia (Shop)
Mask	250	Forles, Ramul (Shop)
Mask	278	Romalia, Houfion (Shop)
Mask	307	Greyshinne, Paysus (Weapons & Items Shop)
Mask	331	Alatos, Gazalia (Weapons & Items Shop)
Mask	349	Niedel (Misro Shop)
Mask	355	Zanban (Elzark Shop)
Mask	374	Brakia (Gooz Weapons & Items Shop)
Mask	375	Brakia (Ruwaga Weapons & Items Shop)
Memory Necklace	405	Millmana, Graunoin Cannon (Map 33)
Metal Arm	504	North Tower (Map 5)
Metal Arm	506	North Tower (Map 5)
Metal Balls	398	Millmana (Razen Pond, Slime Bomber)
Metal Basher	396	Millmana (Ajarl Weapons & Items Shop)
Metal Basher	424	Amigue (Morea Shop)
Metal Defender	336	Alatos, Sealed Ruins (B2 West)
Metal Pads	359	Zanban (Salyan Desert, Shvadell)
Micro Bomber	191	Yagos Isle (Combine Shop)
Miracle Card	541	Romalia, Sky Castle (Silver Noah Shop)
Mirage Wand	191	Yagos Isle (Combine Shop)
Miranda	237	Quina Hill (Ragil)
Mirror	335	Alatos, Forbidden Ruins (B18)
Mirror	335	Alatos, Forbidden Ruins (B36)
Mirror	338	Alatos, Chongara's Shop
Mirror	338	Alatos, Chongara's Shop
Mirror	338	Alatos, Chongara's Shop
Morning Star	541	Romalia, Sky Castle (Silver Noah Shop)
Muse	534	Romalia, Romalia City (Map 49)
Music Book	335	Alatos, Forbidden Ruins (B21)
Mystic Card	519	Alatos, Forbidden Ruins (Floor 58)
Mystic Dress	519	Alatos, Forbidden Ruins (Floor 62)
Mystic Dress	551	Romalia, Sky Castle (Map 40)

N

Item	PG.	Location
Necklace	335	Alatos, Forbidden Ruins (B46)
Necklace	338	Alatos, Chongara's Shop
Needle Shoes	471	Seirya, Palencia Tower (Floor 32, Hall)
Nettle	430	Amigue (Sealed Ruins Level B3, Darry)
Neutrino Blade	214	Yagos Isle Sealed Ruins (Mummy)
Neutrino Blade	254	Forles, Fels Highland (Barbarian)
Nothing, nada, zip!	274	Palencia Tower (Poco's Cell)

P

Item	PG.	Location
Pad	168	East Aldia (Indigos Shop)
Pad	182	East Aldia (Prodias Weapons Shop)
Pad	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Pad	218	West Aldia Lost Forest (Treasure Chest Shop)
Palo's Nut	283	Houfion (Stop The Terible Gas Leak)
Palo's Nut	348	Clenia Isle (Seum Black Market)
Palo's Nut	352	Niedel (Arena Courtyard Black Market)
Palo's Nut	381	Brakia, Sealed Ruins (B1)
Palo's Nut	416	Millmana (Deep Sea Oil Rig, Map 12)
Palo's Nut	506	South Tower, (Map 8)
Palo's Nut	533	Romalia, Romalia City (Map 44)
Paralyss Apple	398	Millmana (Razen Pond, Venom Fly)
Partisan	396	Millmana (Ajarl Weapons & Items Shop)
Partisan	441	Balbalard, Muhad (Shop)
Phalanx	381	Brakia, Sealed Ruins (B4)
Pirorn	196	Yagos Isle, Sealed Ruins (Floor 8)
Platinum Edge	324	East Aldia, Prodias (Hidden Upper Level Shop)
PoisonAncient Spear	295	Romalia, Chimera Reserch Lab (Map 12)
Poisoner	191	Yagos Isle (Combine Shop)
Poisoner	245	Clenia Isle (Training Rock)
Pole Ax	405	Millmana, Graunoin Cannon (Map 17)
Power Arm	334	Alatos, Forbidden Ruins (B6)
Power Club	234	Seirya, Palencia (Shop)
Power Club	243	Clenia Isle, Clenia (Shop)
Power Club	250	Forles, Ramul (Shop)
Power Club	278	Romalia, Houfion (Shop)
Power Club	307	Greyshinne, Paysus (Weapons & Items Shop)
Power Club	331	Alatos, Gazalia (Weapons & Items Shop)
Power Club	349	Niedel (Misro Shop)
Power Club	355	Zanban (Elzark Shop)
Power Club	374	Brakia (Gooz Weapons & Items Shop)
Power Club	375	Brakia (Ruwaga Weapons & Items Shop)
Power Nut	222	White House (Level 2-Map 2)
Power Nut	348	Clenia Isle (Seum Black Market)
Power Nut	352	Niedel (Arena Courtyard Black Market)
Power Nut	381	Brakia, Sealed Ruins (1F)
Power Nut	416	Millmana (Deep Sea Oil Rig, Map 13)
Power Nut	530	Romalia, Romalia City (Map 20)
Power Pad	396	Millmana (Ajarl Weapons & Items Shop)
Power Pad	424	Amigue (Morea Shop)
Power Pad	441	Balbalard, Muhad (Shop)
Power Unit 00	214	Yagos Isle Vilmer's House
Power Unit 01	214	Yagos Isle Vilmer's House
Power Unit 02	214	Yagos Isle Vilmer's House

Item	PG.	Location
Power Unit 03	214	Yagos Isle Vilmer's House
Power Unit 04	214	Yagos Isle Vilmer's House
Power Unit 05	283	Houfion (Stop The Terrible Gas Leak)
Power Unit 06	320	GreyShinne, Sealed Ruins (B4)
Power Unit 07	320	GreyShinne, Sealed Ruins (B8)
Power Unit 08	336	Alatos, Sealed Ruins (B3)
Power Unit 09	336	Alatos, Sealed Ruins (B2 West)
Power Unit 10	381	Brakia, Sealed Ruins (B3)
Power Unit 11	381	Brakia, Sealed Ruins (B4)
Power Unit 12	284	Houfion, Heap Cave In, Map 13
Power Unit 13	427	Amigue (Sealed Ruins, Ruins B1)
Power Unit 14	427	Amigue (Sealed Ruins, Ruins B4)
Power Unit 15	443	Balbalard, Sealed Ruins (Map B3)
Power Unit 16	443	Balbalard, Sealed Ruins (Map B4-East)
Power Unit 17	467	Zariban, Sealed Ruins (Map B3)
Power Unit 18	467	Zariban, Sealed Ruins (Map B5 Top)
Power Unit 19	514	Deep Sea Shrine (Judgments Final Test)
Power Wrist	335	Alatos, Forbidden Ruins (B15)
Power Wrist	335	Alatos, Forbidden Ruins (B25)
Power Wrist	338	Alatos, Chongara's Shop
Power Wrist	338	Alatos, Chongara's Shop
Power Wrist	338	Alatos, Chongara's Shop
Power Wrist	338	Alatos, Chongara's Shop
Prlysancient Spear	219	Lost Forest (Red Skeleton)
Protector	168	East Aldia (Indigos Shop)
Protector	182	East Aldia (Prodias Items Shop)
Protector	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Protector	218	West Aldia Lost Forest (Treasure Chest Shop)

Q

Item	PG.	Location
Quick Cane	335	Alatos, Forbidden Ruins (B43)

R

Item	PG.	Location
Rage Bomb	348	Clenia Isle (Seum Black Market)
Rage Bomb	352	Niedel (Arena Courtyard Black Market)
Rage Bomb	373	Forles, Mother Claire's Cave (Black Wraith)
Rage Bomb	445	Balbalard, Kanara Desert (Barbarian)
Rage Bomb	455	Balbalard, Tukae Cave (Serpent)
Rage Herb	467	Zariban, Sealed Ruins (Entrance)
Rage Life Nut	416	Millmana (Deep Sea Oil Rig, Map 13)
Rage Protect Dust	348	Clenia Isle (Seum Black Market)
Rage Protect Dust	352	Niedel (Arena Courtyard Black Market)
Rage Weaken Dust	348	Clenia Isle (Seum Black Market)
Rage Weaken Dust	352	Niedel (Arena Courtyard Black Market)
Rage Weaken Dust	416	Millmana (Deep Sea Oil Rig, Map 11)
Raila's Hairpin	335	Alatos, Forbidden Ruins (B48)
Raila's Mirror	260	Forles, Chimera Research Lab (Map 15)
Ranger Suit	238	Romalian Battleship (Floor 3-Map 9)
Ranger Suit	467	Zariban, Sealed Ruins (Map B5 Bottom)
Rapier	234	Seirya, Palencia (Shop)
Rapier	243	Clenia Isle, Clenia (Shop)
Rapier	250	Forles, Ramul (Shop)
Rapier	278	Romalia, Houfion (Shop)
Rapier	307	Greyshinne, Paysus (Weapons & Items Shop)
Rapier	331	Alatos, Gazalla (Weapons & Items Shop)
Rapier	349	Niedel (Misro Shop)
Rapier	355	Zariban (Elzark Shop)
Rapier	374	Brakia (Gooz Weapons & Items Shop)
Rapier	375	Brakia (Ruwaga Weapons & Items Shop)
Ray Sword	416	Millmana (Deep Sea Oil Rig, Map 13)
Rayne	427	Amigue (Sealed Ruins, Ruins B2)
Reco's Grass	194	Yagos Isle, Sealed Ruins (Floor 5)
Reco's Grass	238	Romalian Battleship (Floor 3-Map 5)
Reco's Grass	348	Clenia Isle (Seum Black Market)
Reco's Grass	352	Niedel (Arena Courtyard Black Market)
Reco's Grass	381	Brakia, Sealed Ruins (B2)
Reco's Grass	416	Millmana (Deep Sea Oil Rig, Map 11)
Reco's Grass	427	Amigue (Sealed Ruins, Ruins B3)
Recover Fruit	194	Yagos Isle, Sealed Ruins (Floor 6)
Recover Fruit	234	Seirya, Palencia (Shop)
Recover Fruit	238	Romalian Battleship (Floor 3-Map 5)
Recover Fruit	243	Clenia Isle, Clenia (Shop)
Recover Fruit	250	Forles, Ramul (Shop)
Recover Fruit	278	Romalia, Houfion (Shop)
Recover Fruit	307	Greyshinne, Paysus (Weapons & Items Shop)
Recover Fruit	320	GreyShinne, Sealed Ruins (B2)
Recover Fruit	331	Alatos, Gazalla (Weapons & Items Shop)
Recover Fruit	349	Niedel (Misro Shop)
Recover Fruit	355	Zariban (Elzark Shop)
Recover Fruit	374	Brakia (Gooz Weapons & Items Shop)
Recover Fruit	375	Brakia (Ruwaga Weapons & Items Shop)
Recover Fruit	381	Brakia, Sealed Ruins (1F)
Recover Fruit	467	Zariban, Sealed Ruins (Map B2)
Red Jewelry	415	Millmana (Deep Sea Oil Rig, Red Phantom)
Red Shoes	345	Clenia Isle (Tokoko Village)
Refreshing Shoes	507	North Tower, (Map 6)
Revenge Bandanna	190	Lefthand Native's Hut (enter through the backdoor)
Revival Dust	168	East Aldia (Indigos Shop)
Revival Dust	182	East Aldia (Prodias Items Shop)
Revival Dust	189	Yagos Isle (Yudo Village Weapon & Item Shop)

Item	PG.	Location
Revival Dust	196	Yagos Isle, Sealed Ruins (Floor 8)
Revival Dust	218	West Aldia Lost Forest (Treasure Chest Shop)
Revival Dust	234	Seirya, Palencia (Carl Shop)
Revival Dust	234	Seirya, Palencia (Shop)
Revival Dust	243	Clenia Isle, Clenia (Shop)
Revival Dust	250	Forles, Ramul (Shop)
Revival Dust	278	Romalia, Houfion (Shop)
Revival Dust	307	Greyshinne, Paysus (Weapons & Items Shop)
Revival Dust	331	Alatos, Gazalla (Weapons & Items Shop)
Revival Dust	348	Clenia Isle (Seum Black Market)
Revival Dust	349	Niedel (Misro Shop)
Revival Dust	352	Niedel (Arena Courtyard Black Market)
Revival Dust	355	Zariban (Elzark Shop)
Revival Dust	374	Brakia (Gooz Weapons & Items Shop)
Revival Dust	375	Brakia (Ruwaga Weapons & Items Shop)
Revival Dust	396	Millmana (Ajarl Weapons & Items Shop)
Revival Dust	416	Millmana (Deep Sea Oil Rig, Map 5)
Revival Dust	424	Amigue (Morea Shop)
Revival Dust	427	Amigue (Sealed Ruins, Ruins B2)
Revival Dust	441	Balbalard Muhad (Shop)
Revival Dust	518	Alatos, Forbidden Ruins (Floor 55)
Revival Dust	521	Alatos, Forbidden Ruins (Floor 71)
Revival Dust	541	Romalia, Sky Castle (Silver Noah Shop)
Ride Cymbals	424	Amigue (Morea Shop)
Rock Shot	405	Millmana, Graunoth Cannon (Map 5)
Rod	250	Forles, Ramul (Shop)
Rod	278	Romalia, Houfion (Shop)
Rod	307	Greyshinne, Paysus (Weapons & Items Shop)
Rod	331	Alatos, Gazalla (Weapons & Items Shop)
Rod	349	Niedel (Misro Shop)
Rod	355	Zariban (Elzark Shop)
Rod	374	Brakia (Gooz Weapons & Items Shop)
Rod	375	Brakia (Ruwaga Weapons & Items Shop)
Romancing Stone	191	Yagos Isle (Combine Shop)
Romancing Stone 1	338	Alatos, Chongara's Shop
Romancing Stone 2	338	Alatos, Chongara's Shop
Romancing Stone 3	338	Alatos, Chongara's Shop
Romancing Stone 4	335	Alatos, Forbidden Ruins (B50)
Romancing Stone 4	338	Alatos, Chongara's Shop
Rosary	441	Balbalard, Muhad (Shop)
Ruby	348	Clenia Isle (Seum Black Market)
Ruby	352	Niedel (Arena Courtyard Black Market)
Ruby	416	Millmana (Deep Sea Oil Rig, Map 5)
Rune Ax	521	Alatos, Forbidden Ruins (Floor 70)
Rune Blade	543	Romalia, Sky Castle (Map 15)
Rune Guard	542	Romalia, Sky Castle (Map 4)

Item	PG.	Location
S		
Salamander	191	Yagos Isle (Combine Shop)
Sapphire	518	Alatos, Forbidden Ruins (Floor 54)
Sarissa	467	Zaribar, Sealed Ruins (Map B1)
Sawed Off Shotgun	441	Balbalard, Muhad (Shop)
Scale Legs	214	Yagos Isle-Sealed Ruins (Menan)
Scale Legs	254	Forles, Fels Highland (Balguli)
Scale Wand	396	Millmana (Ajarl Weapons & Items Shop)
Scale Wand	441	Balbalard, Muhad (Shop)
Scale Whip	297	Romalia, Chimera Reserch Lab (Map 30)
Scorpion	184	Wasteland (Boosee)
Scorpion Tail	543	Romalia, Sky Castle (Map 17)
Scourge	336	Alatos, Sealed Ruins (B2 West)
Seabreeze Harmony	335	Alatos, Forbidden Ruins (B19)
Senior Bandanna	190	Top right Native's Hut (secret room)
Senior Bandanna	338	Alatos, Chongara's Shop
Senior's Wish	338	Alatos, Chongara's Shop
Senior's Wish	360	Zaribar (Stop the Desert Thieves II, Zanack)
Shadow Mask	396	Millmana (Ajarl Weapons & Items Shop)
Shadow Stitcher	443	Balbalard, Sealed Ruins (Map B3)
Shell	348	Clenia Isle (Seum Black Market)
Shell	352	Niedel (Arena Courtyard Black Market)
Shell	335	Alatos, Forbidden Ruins (B37)
Shell	338	Alatos, Chongara's Shop
Shell	338	Alatos, Chongara's Shop
Shimmer Stones	236	Quina Hill (Wyvern)
Shine Knife	518	Alatos, Forbidden Ruins (Floor 53)
ShineGrizzle Fang	416	Millmana (Deep Sea Oil Rig, Map 12)
Short Sword	338	Alatos, Chongara's Shop
Short Sword	396	Millmana (Ajarl Weapons & Items Shop)
Shot Whip	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Shot Whip	234	Seirya, Palencia (Shop)
Shot Whip	243	Clenia Isle, Clenia (Shop)
Shot Whip	250	Forles, Ramul (Shop)
Shot Whip	278	Romalia, Houfion (Shop)
Shot Whip	307	Greyshinne, Paysus (Weapons & Items Shop)
Shot Whip	331	Alatos, Gazalla (Weapons & Items Shop)
Shot Whip	349	Niedel (Misro Shop)
Shot Whip	355	Zaribar (Elzark Shop)
Shot Whip	375	Brakia (Ruwaga Weapons & Items Shop)
Shotgun	307	Greyshinne, Paysus (Weapons & Items Shop)
Shotgun	331	Alatos, Gazalla (Weapons & Items Shop)
Shotgun	349	Niedel (Misro Shop)
Shotgun	355	Zaribar (Elzark Shop)
Shotgun	374	Brakia (Gooz Weapons & Items Shop)

Item	PG.	Location
Shotgun	375	Brakia (Ruwaga Weapons & Items Shop)
Shoulder Guard	234	Seirya, Palencia (Shop)
Shoulder Guard	243	Clenia Isle, Clenia (Shop)
Shoulder Guard	250	Forles, Ramul (Shop)
Shoulder Guard	278	Romalia, Houfion (Shop)
Shoulder Guard	307	Greyshinne, Paysus (Weapons & Items Shop)
Shoulder Guard	331	Alatos, Gazalia (Weapons & Items Shop)
Shoulder Guard	349	Niedel (Misro Shop)
Shoulder Guard	355	Zanban (Elzark Shop)
Shoulder Guard	374	Brakia (Gooz Weapons & Items Shop)
Shoulder Guard	375	Brakia (Ruwaga Weapons & Items Shop)
Silent Massacre	191	Yagos Isle (Combine Shop)
Sixteenth Night	321	GreyShinne, Sealed Ruins (Living Armor)
Skill Bracelet	334	Alatos, Forbidden Ruins (B3)
Skill Bracelet	338	Alatos, Chongara's Shop
Skull Mask	320	GreyShinne, Sealed Ruins (B3)
Slasher	200	Indigos, Shu's Apartment
Slayer	348	Clenia Isle (Seum Black Market)
Slayer	352	Niedel (Arena Courtyard Black Market)
Slayer	520	Alatos, Forbidden Ruins (Floor 67)
Slayer Heavy Suit	541	Romalia, Sky Castle (Silver Noah Shop)
Sleepless Card	334	Alatos, Forbidden Ruins (B4)
Sleepless Card	335	Alatos, Forbidden Ruins (B31)
Sleepless Card	338	Alatos, Chongara's Shop
Sleepless Card	338	Alatos, Chongara's Shop
Sleepless Card	338	Alatos, Chongara's Shop
Small Sword	190	Top right Native's Hut (main basement area)
Smart Capture	260	Forles, Chimera Research Lab (Map 10)
Smash Pad	283	Houfion (Stop The Terrible Gas Leak)
Snake Whip	374	Brakia (Gooz Weapons & Items Shop)
Snake Whip	424	Amigue (Morea Shop)
Soul Dagger	541	Romalia, Sky Castle (Silver Noah Shop)
Spark Flail	295	Romalia, Chimera Research Lab (Map 11)
Spatha	191	Yagos Isle (Combine Shop)
Spear	168	East Aldia (Indigos Shop)
Spear	182	East Aldia (Prodias Weapons Shop)
Special Cure-All Herb	394	Brakia, Banza Mountain (Deliver the Herb)
Sprit Blade	541	Romalia, Sky Castle (Silver Noah Shop)
Sprit Seed	381	Brakia, Sealed Ruins (B2)
Splash Cymbals	234	Seirya, Palencia (Shop)
Splash Cymbals	243	Clenia Isle, Clenia (Shop)
Splash Cymbals	250	Forles, Ramul (Shop)
Splash Cymbals	278	Romalia, Houfion (Shop)
Splash Cymbals	307	Greyshinne, Paysus (Weapons & Items Shop)
Splash Cymbals	331	Alatos, Gazalia (Weapons & Items Shop)
Splash Cymbals	349	Niedel (Misro Shop)

Item	PG.	Location
Splash Cymbals	355	Zanban (Elzark Shop)
Splash Cymbals	374	Brakia (Gooz Weapons & Items Shop)
Splash Cymbals	375	Brakia (Ruwaga Weapons & Items Shop)
Staff	324	East Aldia, Prodias (Hidden Upper Level Shop)
Steel Claw	324	East Aldia, Prodias (Hidden Upper Level Shop)
Steel Guard	348	Clenia Isle (Seum Black Market)
Steel Guard	352	Niedel (Arena Courtyard Black Market)
Stone Boots	191	Yagos Isle (Combine Shop)
Strengthen Fruit	219	Lost Forest (Chest)
Strengthen Fruit	221	White House Sewers (Level 1-Map 3)
Strengthen Fruit	238	Romalian Battleship (Floor 2-Map 1)
Strengthen Fruit	271	Palencia Tower (Map 10)
Strengthen Fruit	297	Romalia, Chimera Research Lab (Map 28)
Strengthen Fruit	348	Clenia Isle (Seum Black Market)
Strengthen Fruit	352	Niedel (Arena Courtyard Black Market)
Strengthen Fruit	396	Millmana (Ajart Weapons & Items Shop)
Strengthen Fruit	424	Amigue (Morea Shop)
Strengthen Fruit	441	Balbalard, Muhad (Shop)
Strengthen Fruit	443	Balbalard, Sealed Ruins (Map B3)
Strengthen Fruit	467	Zanban, Sealed Ruins (Map B2)
Strengthen Fruit	505	South Tower, (Map 6)
Strengthen Fruit	519	Alatos, Forbidden Ruins (Floor 61)
Strengthen Fruit	533	Romalia, Romalia City (Map 44)
Strengthen Fruit	541	Romalia, Sky Castle (Silver Noah Shop)
Stripe	285	Houfion (Monsters' Food!?, Map 6)
Studded Club	223	White House (Level 1-Map 3)
Studded Leather	416	Millmana (Deep Sea Oil Rig, Map 11)
Styx	333	Alatos, Forbidden Ruins (Queger)
Sub Machine Gun	234	Seirya, Palencia (Shop)
Sub Machine Gun	243	Clenia Isle, Clenia (Shop)
Sub Machine Gun	250	Forles, Ramul (Shop)
Sub Machine Gun	278	Romalia, Houfion (Shop)
Sub Machine Gun	307	Greyshinne, Paysus (Weapons & Items Shop)
Sub Machine Gun	331	Alatos, Gazalia (Weapons & Items Shop)
Sub Machine Gun	349	Niedel (Misro Shop)
Sub Machine Gun	355	Zanban (Elzark Shop)
Sub Machine Gun	374	Brakia (Gooz Weapons & Items Shop)
Sub Machine Gun	375	Brakia (Ruwaga Weapons & Items Shop)
Sun Hat	335	Alatos, Forbidden Ruins (B44)
Sun Hat	338	Alatos, Chongara's Shop
Sunglasses	334	Alatos, Forbidden Ruins (B8)
Sunglasses	335	Alatos, Forbidden Ruins (B29)
Sunglasses	338	Alatos, Chongara's Shop
Sunglasses	338	Alatos, Chongara's Shop
Sunglasses	338	Alatos, Chongara's Shop
Super Boots	489	Niedel (Misro Chests)

Item	PG.	Location
Super Rod	381	Brakia, Sealed Ruins (B1)
T		
Taburl	191	Yagos Isle (Combine Shop)
Tanzanite	245	Clenia Isle (Training Rock)
Temporary Shoes	338	Alatos, Chongara's Shop
Tem's Grass	270	Palencia Basement Warehouse Ruins, (Funeral Pyre)
Throw Scroll	338	Alatos, Chongara's Shop
Ticket to Ceremony Pavilion	185	Hien Port (Lynx)
Tomahawk	467	Zaribah, Sealed Ruins (Map B1)
Tommy Gun	324	East Aldia, Prodias (Hidden Upper Level Shop)
Tommy Gun	513	Deep Sea Shrine (Cam-6)
Tooth	168	East Aldia (Indigos Shop)
Tooth	182	East Aldia (Prodias Weapons Shop)
Tooth	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Tower Guard	530	Romalia, Romalia City (Map 27)
Tragedy Glasses	338	Alatos, Chongara's Shop
Tragedy Glasses	348	Clenia Isle (Seum Black Market)
Tragedy Glasses	352	Miedel (Arena Courtyard Black Market)
Tri-Shot	280	Houlton (Werewolf)
U		
Unfire	518	Alatos, Forbidden Ruins (Floor 56)
Unicorn Horn	335	Alatos, Forbidden Ruins (B14)
Unicorn Horn	338	Alatos, Chongara's Shop
Unicorn Horn	338	Alatos, Chongara's Shop
Unicorn Horn	348	Clenia Isle (Seum Black Market)
Unicorn Horn	352	Miedel (Arena Courtyard Black Market)
V		
Violet Necklace	335	Alatos, Forbidden Ruins (B20)
Violet Necklace	338	Alatos, Chongara's Shop
Violet Necklace	338	Alatos, Chongara's Shop
Viper Fang	215	Salba Desert (Second Battle Screen)
W		
War Staff	541	Romalia, Sky Castle (Silver Noah Shop)
Warrior Charm	338	Alatos, Chongara's Shop
Water Robe	427	Amigue (Sealed Ruins, Ruins B2)
Water Staff	320	Greyshinne, Sealed Ruins (B7)
Whirlwind Edge	310	Greyshinne, Noyarm Plain (Bishamon)
Whisper Tonic	259	Forles, Chimera Research Lab (Hoin Lab Chief)
Wind Blade	365	Forles, Gia Temple (Map 7)
Wind Charm	335	Alatos, Forbidden Ruins (B47)
Wind Charm	336	Alatos, Sealed Ruins (B3)
Wind Edge	381	Brakia, Sealed Ruins (B3)
Wind Mask	283	Houlton (Stop The Terrible Gas Leak)
Wind Robe	335	Alatos, Forbidden Ruins (B32)
Wind Staff	259	Forles, Chimera Research Lab (Map 2)
WindGrizzle Fang	405	Millmana, Graunoln Cannon (Map 7)
WindLong Sword	443	Balbalard, Sealed Ruins (Map B4)
Wing Spear	329	Palencia, Quma Hill (Kilba)
Wood Club	182	East Aldia (Prodias Weapons Shop)
Wood Club	189	Yagos Isle (Yudo Village Weapon & Item Shop)
Y		
Yellow Powder	217	Salba Desert (Hoysler)
Yellow Powder	336	Alatos, Sealed Ruins (B2 East)
Yellow Powder	381	Brakia, Sealed Ruins (B2)
Yellow Ribbon	521	Alatos, Forbidden Ruins (Floor 71)
Yoshua's Memento	480	Seirya, Palencia Tower (Floor 99, Mooring Dock, Yoshua)
Yukan's Crest	335	Alatos, Forbidden Ruins (B23)
Z		
Zebra Ax	443	Balbalard, Sealed Ruins (Map B3)

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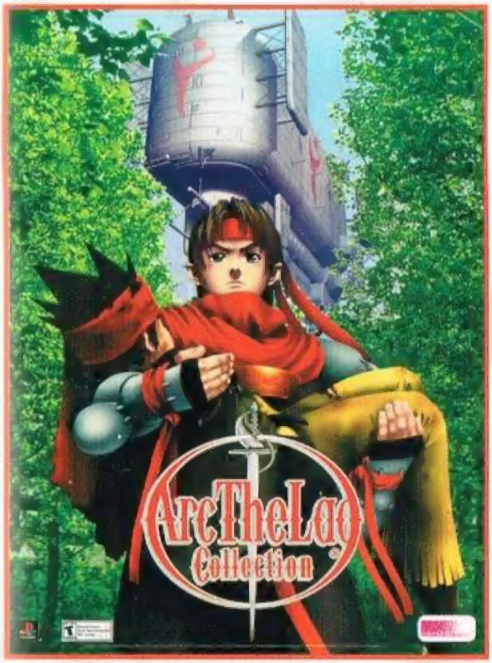

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